

GetVehicleRespawnRotation

This function retrieves the respawn rotation of a vehicle.

Syntax

```
float float float getVehicleRespawnRotation ( element theVehicle )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getRespawnRotation(...)*
Variable: *.respawnRotation*

Required Arguments

- **theVehicle:** The vehicle which you'd like to retrieve the respawn rotation of.

Returns

Returns three floats indicating the respawn rotation of the vehicle, *x*, *y* and *z* respectively.