

GetVehicleComponentScale

ADDED/UPDATED IN VERSION 1.5.6 r14489:

This function gets the component scale of a vehicle.

Syntax

float, float, float getVehicleComponentScale (vehicle theVehicle, string theComponent [, string base = "root"])

OOP Syntax Help! I don't understand this!

Method: *vehicle:getComponentScale(...)*
Counterpart: *setVehicleComponentScale*

Required Arguments

- **theVehicle:** The vehicle you wish to get component scale of.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)

Optional Arguments

- **base:** A string representing what the returned scale is relative to. It can be one of the following values:
 - **parent:** The scale is relative to the parent component.
 - **root:** The scale is relative to the root component.
 - **world:** The scale is a world scale.

Returns

Returns three *floats* indicating the scale of the component, *x*, *y* and *z* respectively.