SetHelicopterRotorSpeed

Sets the rotor speed of a helicopter.

> **Note:** Setting higher values will cause problems to the client

Syntax

```
bool setHelicopterRotorSpeed ( vehicle heli, float speed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:setHelicopterRotorSpeed(...)*
> **Variable**: *.helicopterRotorSpeed*
> **Counterpart**: *getHelicopterRotorSpeed*

Required Arguments

- **heli:** the helicopter to adjust the rotor of.
- **speed:** the new rotor speed. Usual values are 0 if the helicopter stands still, or 0.2 if the rotor is fully spun up. Higher values than normal will not affect the helicopter's handling. Negative values are allowed and will make the rotor spin in the opposite direction (pushing the helicopter down).

Returns

Returns *true* if successful, *false* otherwise.