

SetPedCameraRotation

Note: getPedCameraRotation may not return the value set by this function. Please refer to getPedCameraRotation for details.

This function sets the camera rotation of a ped, e.g. where its camera will look at. Don't confuse this with getCameraMatrix, because that function is designed for fixed (scripted) camera moves.

Syntax

```
bool setPedCameraRotation ( ped thePed, float cameraRotation )
```

OOP Syntax Help! I don't understand this!

Method: *ped:setCameraRotation(...)*

Variable: *.cameraRotation*

Counterpart: *getPedCameraRotation*

Required Arguments

- **thePed:** The ped whose camera rotation is to be changed.
- **cameraRotation:** The new direction that the ped will walk if you set their forwards control state. If the ped is the local player, it will also change where his camera is looking at if it isn't fixed (i.e. camera target is the local player).

Returns

Returns *true* if the camera rotation was changed, *false* otherwise.