

SetElementAngularVelocity

Sets the angular velocity of a specified, supported element (Applies a spin to it).

Syntax

bool setElementAngularVelocity (element theElement, float rx, float ry, float rz)

OOP Syntax Help! I don't understand this!

Method: *element:setAngularVelocity(...)*

Variable: *.angularVelocity*

Counterpart: *getElementAngularVelocity*

Required Arguments

- **theElement:** The element to apply the spin to. Can be either a player, ped, object, vehicle or a custom weapon.
- **rx:** velocity around the X axis
- **ry:** velocity around the Y axis
- **rz:** velocity around the Z axis

Returns

Returns *true* if it was succesful, *false* otherwise.