

GetVehicleComponentRotation

This function gets the component rotation of a vehicle.

Note: Before r6974 the component rotations went the wrong way (i.e. opposite to the vehicle rotations). This has been corrected, so you'll have to modify any scripts written before r6974 that use this function.

Syntax

```
float, float, float getVehicleComponentRotation ( vehicle theVehicle, string theComponent [, string base = "parent"] )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getComponentRotation(...)*

Counterpart: *setVehicleComponentRotation*

Required Arguments

- **theVehicle:** The vehicle you wish to get component rotation 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 rotation is relative to. It can be one of the following values:
 - **parent** (default if not specified): The rotation is relative to the parent component.
 - **root:** The rotation is relative to the root component.
 - **world:** The rotation is a world rotation, relative to the world's coordinates axes.

Returns

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