GetWindVelocity

This function gets the wind velocity in San Andreas.

> **Note:** The function will return *false* server-side if wind velocity has not been set before the function is called.

Syntax

```
int, int, int getWindVelocity ( )
```

Returns

- **velocityX**: The velocity on the x-coordinate or false if the wind velocity is default.
- **velocityY**: The velocity on the y-coordinate or nil if the wind velocity is default.
- **velocityZ**: The velocity on the z-coordinate or nil if the wind velocity is default.