

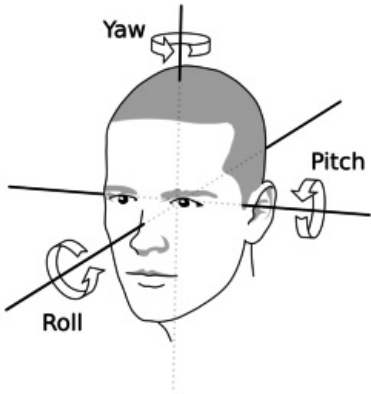
GetElementBoneRotation

Returns the orientation of a specific bone relative to the element. Currently the Player and Ped element types are accepted.

Tip: If you want to attach an element to a bone, see `attachElementToBone`.

Syntax

float, float, float `getElementBoneRotation (element theElement, int boneId)`



Rotation axes

Required Arguments

- **theElement:** the element to get the bone rotation on.
- **boneId:** the ID of the bone to get the rotation of. See Bone IDs.

Returns

Returns 3 floats, representing the yaw, pitch, roll rotation values.