

GetProjectileForce

This function returns the force of the specified projectile.

Syntax

```
float getProjectileForce ( projectile theProjectile )
```

OOP Syntax Help! I don't understand this!

Method: *projectile:getForce(...)*
Variable: *.force*

Required Arguments

- **theProjectile:** The projectile element which force you want to retrieve.

Returns

Returns a float if successful, *false* otherwise.