GetElementAngularVelocity

Gets the current angular velocity of a specified, supported element.

Syntax

```
float, float, float getElementAngularVelocity ( element theElement )
```

OOP Syntax Help! I don't understand this!

> **Method**: *element:getAngularVelocity(...)*
> **Variable**: *.angularVelocity*
> **Counterpart**: *setElementAngularVelocity*

Required Arguments

- **theElement:** The element to retrieve the angular velocity from. Can be either a player, ped, object, vehicle or a custom weapon. **Server side supports only vehicles currently.**

Returns

Returns three floats describing the x, y and z rotation