GetHelicopterRotorSpeed

Retrieves the speed at which the rotor of a helicopter rotates.

Syntax

```
float getHelicopterRotorSpeed ( vehicle heli )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *vehicle:getHelicopterRotorSpeed(...)*
>   **Variable**: *.helicopterRotorSpeed*
>   **Counterpart**: *setHelicopterRotorSpeed*

Required Arguments

- **heli:** the helicopter element to get the rotor speed of.

Returns

Returns the rotor speed if successful. This is 0 when the helicopter is parked, and about 0.2 when it is fully spun up. It can be negative if the rotor rotates counter-clockwise. Returns *false* in case of failure (an invalid element or a vehicle element that is not a helicopter was passed).