GetVehicleRotorSpeed

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

Syntax

```
float getVehicleRotorSpeed ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:getVehicleRotorSpeed(...)*
> **Variable**: *.vehicleRotorSpeed*
> **Counterpart**: *setVehicleRotorSpeed*

Required Arguments

- **theVehicle:** the vehicle element (helicopter or plane) to get the rotor speed of.

Returns

Returns the rotor speed if successful. This is 0 when the helicopter or plane is stationary, 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 or plane was passed).