Client-side function

SetVehicleComponentRotation

This function sets the component rotation of a vehicle.

> **Note:** Before r6974 the component rotations went the wrong way (i.e. opposite to the vehicle rotations). This has been corrected, so you'll have to modify any scripts written before r6974 that use this function.

Syntax

```
bool setVehicleComponentRotation ( vehicle theVehicle, string theComponent, float rotX, float rotY, float rotZ [, string base = "parent"] )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setComponentRotation(...)*
Counterpart: *getVehicleComponentRotation*

Required Arguments

- **theVehicle:** The vehicle you wish to set component rotation of.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)
- **rotX:** The component's rotation around the x axis in degrees.
- **rotY:** The component's rotation around the y axis in degrees.
- **rotZ:** The component's rotation around the z axis in degrees.

Optional Arguments

- **base:** A string representing what the supplied rotation (*rotX, rotY, rotZ*) is relative to. It can be one of the following values:
  - **parent** (default if not specified): The rotation is relative to the parent component.
  - **root**: The rotation is relative to the root component.
  - **world**: The rotation is a world rotation, relative to the world's coordinates axes.

Returns

Returns *true* if the component rotation was set successfully, *false* otherwise.