

SetElementVelocity

This function sets the velocity (movement speeds) along each axis, for an element.

This is not compatible with all elements. Only the following elements are compatible:

- Peds.
- Vehicles.
- Objects.
- Projectiles.

Syntax

```
bool setElementVelocity ( element theElement, float speedX, float speedY, float speedZ )
```

OOP Syntax Help! I don't understand this!

Method: *element:setVelocity(...)*

Variable: *.velocity*

Counterpart: *getElementVelocity*

Required Arguments

- **theElement:** The element you wish to set the velocity of.
- **speedX:** A floating point value determining the speed along the X axis.
- **speedY:** A floating point value determining the speed along the Y axis.
- **speedZ:** A floating point value determining the speed along the Z axis.

Returns

Returns *true* if the speed was set successfully, *false* if a bad element was specified or other bad arguments.