SetVehicleRotorSpeed

Sets the rotor speed of a helicopter or plane. This function now applies to both helicopters and planes.

> **Note:** Setting higher values will cause problems to the client

Syntax

```
bool setVehicleRotorSpeed ( vehicle theVehicle, float speed )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **theVehicle:** the vehicle (helicopter or plane) to adjust the rotor of.
- **speed:** the new rotor speed. Usual values are 0 if the vehicle is stationary, or 0.2 if the rotor is fully spun up. Higher values than normal will not affect the vehicle's handling. Negative values are allowed and will make the rotor spin in the opposite direction (for helicopters, this pushes it down).

Returns

Returns *true* if successful, *false* otherwise.