GetVehicleTurnVelocity

> ⚠️ This function is deprecated. This means that its use is discouraged and that it might not exist in future versions.
>
> Please use getElementAngularVelocity instead. This function will be deprecated in **1.5.6**

This function is used to retrieve a vehicle's turning velocity for each axis.

Syntax

```
float float float getVehicleTurnVelocity ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getTurnVelocity(...)*
Variable: *.turnVelocity*
Counterpart: *setVehicleTurnVelocity*

Required Arguments

- **theVehicle:** The vehicle you wish to get the turning velocities of.

Returns

Returns 3 *floats* that represent the vehicle's turning velocity on the x, y and z axis or *false* if wrong arguments were passed.