

SetVehicleRespawnRotation

This function sets the rotation the vehicle will respawn to.

Syntax

```
bool setVehicleRespawnRotation ( vehicle theVehicle, float rx, float ry, float rz )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *vehicle:setRespawnRotation(...)*

Variable: *.respawnRotation*

Required Arguments

- **theVehicle:** The vehicle you wish to change the respawn position of.
- **rx:** A float representing the rotation about the X axis in degrees.
- **ry:** A float representing the rotation about the Y axis in degrees.
- **rz:** A float representing the rotation about the Z axis in degrees.

Returns

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