

SetVehicleTurnVelocity



This function is deprecated. This means that its use is discouraged and that it might not exist in future versions.

Please use `setElementAngularVelocity` instead.

Sets the angular velocity of a vehicle. Basically applies a spin to it.

Syntax

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

OOP Syntax Help! I don't understand this!

Method: *vehicle:setTurnVelocity(...)*

Variable: *.turnVelocity*

Counterpart: *getVehicleTurnVelocity*

Required Arguments

- **theVehicle:** The vehicle to apply the spin to.
- **rx:** velocity around the X axis
- **ry:** velocity around the Y axis
- **rz:** velocity around the Z axis

Returns

Returns *true* if it was succesful, *false* otherwise.