GetElementRotation

Retrieve the rotation of elements.

Syntax

```
float, float, float getElementRotation ( element theElement [, string rotOrder = "default" ] )
```

OOP Syntax Help! I don't understand this!

>**Method**: *element:getRotation(...)*
>**Variable**: *.rotation*
>**Counterpart**: *setElementRotation*

Required Arguments

- **theElement:** The element whose rotation will be retrieved

Optional Arguments

- **rotOrder:** A string representing the rotation order desired when returning the euler angles. If omitted, default value is *"default"*. Allowed values are:
  - *"default":* default NRP behavior prior to 1.1, where rotation order depends on element type
  - *"ZXY":* rotation about the Z axis (*up*), then about the resulting X axis (*right*) and finally about the resulting Y axis (*front*). This is the default rotation order for objects
  - *"ZYX":* rotation about the Z axis (*up*), then about the resulting Y axis (*front*), and finally about the resulting X axis (*right*). This is the default rotation order for vehicles

The default rotation order for peds/players is Z-Y-X (clientside) and -Z-Y-X (serverside) but those rotation orders (set using *"default"* on peds) can not be used manually on other element types since they only exist due to historical and backward compatibility reasons. Specifying a rotation order other than *"default"* allows the same angles to later be uniformly used on several elements without having to consider their type.

Returns

- *rx, ry, rz*: 3 *float*s representing the Euler rotation angles on the axis X, Y and Z (with the rotation order depending on the *rotOrder* argument) if *element* exists and is a valid element, *false* if it's invalid.