

GetVehicleTurretPosition

This function gets the position of a vehicle's turret, if it has one. Vehicles with turrets include firetrucks and tanks.

Syntax

float, float getVehicleTurretPosition (vehicle turretVehicle)

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:getTurretPosition(...)*
- Variable:** *.turretPosition*
- Counterpart:** *setVehicleTurretPosition*

Required Arguments

- turretVehicle:** The vehicle whose turret position you want to retrieve. This should be a vehicle with a turret.

Returns

Returns two floats for the X (horizontal) and Y (vertical) axis rotation respectively. These values are in radians. The function will return *0, 0* if the vehicle is not a vehicle with a turret.