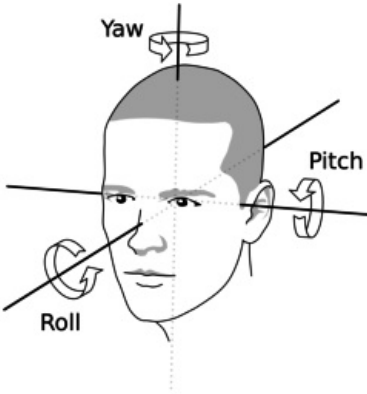# SetElementBoneRotation

This function sets the rotation of a specific bone relative to the element. Currently the Player and Ped element types are accepted.

> **Tip:** If you want to attach an element to a bone, see attachElementToBone.

> **Note:** updateElementRpHAnim must be called after this function to apply bone rotation.

Syntax

```
bool setElementBoneRotation ( element theElement, int boneId, float yaw, float pitch, float roll )
```


Rotation axes

Required Arguments

- **theElement:** The element to set the bone rotation on.
- **boneId:** The ID of the bone to set the rotation of. See Bone IDs.
- **yaw:** The yaw rotation value.
- **pitch:** The pitch rotation value.
- **roll:** The roll rotation value.

Returns

Returns *true* if the function was successful, *false* otherwise.