GetElementVelocity

This function returns three floats containing the velocity (movement speeds) along the X, Y, and Z axis respectively. This means that velocity values can be positive and negative for each axis.

Syntax

```
float float float getElementVelocity ( element theElement )
```

OOP Syntax Help! I don't understand this!

>   **Method**: *element:getVelocity(...)*
>   **Variable**: *.velocity*
>   **Counterpart**: *setElementVelocity*

Required Arguments

* **theElement**: The element you wish to retrieve the velocity of.

Returns

If succesful, returns three *float*s that represent the element's current velocity along the *x*, *y*, and *z* axis respectively. This function can fail if the element is a player in a car. Use the vehicle element in this case. It will also fail if the element specified does not have a velocity, or does not exist. In case of failure, the first return value will be *false*.

The returned values are expressed in GTA units per 1/50th of a second[1]. A GTA Unit is equal to one metre[2].