

# getVehicleRotation

From Mafia2-Online

## Description

This function is used to get a vehicles current rotation position.

## Parameters

(int vehicleid)
int vehicleid      The vehicleid you would like to get the rotation of

## Return Values

- array - The vehicles RX, RY and RZ position

## Example

```
?
1 function playerSpawnEvent( playerid )
2 {
3     local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );
4     setVehiclePosition( vehicleid, 20.0, 20.0, 1.0 );
5
6     local rotPos = getVehiclePosition( vehicleid );
7     log( "Vehicle " + vehicleid + " rotation position is " + rotPos[0] + ", " + rotPos[1] + ", " +
8     rotPos[2] + "." );
9     return 1;
10 }
    addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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