

setPlayerRotation

From Mafia2-Online

Description

This function is used to set the players rotation.

Parameters

```
(int playerid, float x, float y, float z)
```

int playerid	The ID of the player
float x	The X position
float y	The Y position
float z	The Z position

Example

```
?  
1function playerSpawnEvent( playerid )  
2{  
3    setPlayerRotation ( playerid, 0.0, 0.0, 0.0 );  
4    return 1;  
5}  
6addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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- This page was last modified on 9 November 2015, at 23:01.