

# getVehicleSpeed

From Mafia2-Online

## Description

This function is used to return the vehicle velocity

## Parameters

```
(int vehicleId)
```

int vehicleId      The ID of the vehicle

## Example

```
?
1 function customEventFnc( vehicleId )
2 {
3     local velocity = getVehicleSpeed( vehicleId );
4     log( " Current velocity on points is X = " + velocity[0] + ", Y = " + velocity[1] + ", Z = " +
5     velocity[2] + "." );
6 }
addEventHandler ( "customEvent", customEventFnc );
```

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