setVehicleRotation

From Mafia2-Online

Description

This function is used to set a vehicles rotation position.

Parameters

```
(int vehicleid, float rx, float ry, float rz)
```

int vehcileid	The vehicle you would like to change rotation position
float rx	The RX position to change to
float ry	The RY position to change to
float rz	The RZ position to change to

Example

```
?
1  function playerSpawnEvent( playerid )
2  {
3      local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );
4
5      // We can set these positions within createVehicle, however for an example:
6      setVehiclePosition( vehicleid, 20.0, 20.0, 1.0 );
7      setVehicleRotation( vehicleid, 50.0, 10.0, 2.0 );
8      return 1;
9  }
10 addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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