

setVectorDir



Introduced in	
Version:	1.00
Description	
Description:	Set object direction vector. Since <i>V1.30+</i> , accepts an additional parameter which, when the object is attached, specifies if vector applied is relative to parent object orientation.
Syntax	
Syntax:	vehicle setVectorDir [vectorDir, relative]
Parameters:	<ul style="list-style-type: none">• vehicle: Object - Object that vector is applied to.• vectorDir: Array - Direction vector applied to object.• relative: Boolean - Specifies if the vectors are relative to parent (optional, default: false) (<i>V1.30+</i>).
Return Value:	Nothing
Examples	
Examples:	<pre>vehicle setVectorDir [[0,1,0],true]</pre>
Additional Information	
See also:	fn vbs setPitchBank , vectorUp , setVectorUp , setVectorDirAndUp , vectorDir
Multiplayer:	
Problems:	

Notes