

# setVectorUp



<b>Introduced in</b>	
Version:	1.00
<b>Description</b>	
Description:	Sets the object up vector. The direction vector remains unchanged.
<b>Syntax</b>	
Syntax:	object <b>setVectorUp</b> [x, z, y]
Parameters:	<ul style="list-style-type: none"><li>object: <a href="#">Object</a> - Affected object.</li><li>[x, z, y]: <a href="#">Array</a> - Up vector.</li></ul>
Return Value:	<a href="#">Nothing</a>
<b>Examples</b>	
Examples:	
<b>Additional Information</b>	
See also:	<a href="#">fn vbs setPitchBank</a> , <a href="#">vectorUp</a> , <a href="#">setVectorDir</a> , <a href="#">vectorDir</a> , <a href="#">setVectorDirAndUp</a>
Multiplayer:	
Problems:	

## Notes

setVectorUp can only influence an object's bank. It can not influence pitch. Example:

```
player setVectorUp [0,1,0]
If the player is facing 0 degrees (north), then this will do NOTHING.
If the player is facing 90 degrees (east), then this will make him bank 90 degrees to his left.
```

--General Barron 21:07, 3 March 2009 (CET)

Posted on March 16, 2008 - 09:49

### Str

Command can be also used to rotate camera in all three axis (which also mean it's possible to set camera bank).