

# fn\_vbs\_absSpeed



<b>Introduced in</b>	
Version:	1.19
<b>Description</b>	
Description:	Returns the absolute speed of a vehicle in 3D (km/h), calculated from the <a href="#">velocity</a> of the vehicle.
<b>Syntax</b>	
Syntax:	vehicle call <b>fn_vbs_absSpeed</b>
Parameters:	<ul style="list-style-type: none"><li>vehicle: <a href="#">Object</a> - Vehicle whose absolute speed is checked.</li></ul>
Return Value:	<a href="#">Number</a>
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
Examples:	<pre>tank1 call fn_vbs_absSpeed</pre>
<b>Additional Information</b>	
See also:	<a href="#">speed</a> , <a href="#">velocity</a> , <a href="#">relativeSpeed</a>
Multiplayer:	
Problems:	

## Notes