

SetAircraftMaxVelocity

This function sets the maximum velocity at which aircrafts could fly. Using this function server-side will overwrite the value that was previously set client-side.

Syntax

```
bool setAircraftMaxVelocity ( float velocity )
```

Required Arguments

- **velocity:** The max velocity, can be 0 or any positive value. Default is **1.5**.

Returns

Returns true if the max velocity was set correctly, false otherwise.