

SetVehicleWheelScale

This function sets the scale of all the wheels of a vehicle. The wheel scale multiplies the visible height and length (but not width) of all the wheels in a vehicle, without affecting their collisions or the handling, similarly to `setVehicleComponentScale`. The wheel scale is applied after the model wheel size.

Note: Installing or removing a wheel upgrade from a vehicle resets the wheel scale to the default value.

Tip: The default value for vehicles without wheel upgrades is 1, which renders the wheels in the model as usual. On the other hand, the default value for vehicles with a wheel upgrade is the size of the wheels in the front axle of the vehicle model.

Syntax

```
bool setVehicleWheelScale ( vehicle theVehicle, float wheelScale )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setWheelScale(...)*

Variable: *.wheelScale*

Counterpart: *getVehicleWheelScale*

Required Arguments

- **theVehicle:** The vehicle whose wheel scale you wish to modify.
- **wheelScale:** The wheel scale value to set.

Returns

Returns *true* if the wheel scale has been set successfully, or an error if some parameter is invalid.