

# GetVehicleWheelScale

This function gets the scale of all the wheels of a vehicle.

## Syntax

```
float getVehicleWheelScale ( vehicle theVehicle )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *vehicle:getWheelScale(...)*
- Variable:** *.wheelScale*
- Counterpart:** *setVehicleWheelScale*

## Required Arguments

- **theVehicle:** The vehicle to get its wheel scale of.

## Returns

Returns the wheel scale of the specified vehicle as a decimal number, or an error if the vehicle is invalid. For more information about the returned number, see setVehicleWheelScale.