

AddVehicleUpgrade

This function adds an upgrade to a vehicle, e.g. nitrous, hydraulics.

Syntax

```
bool addVehicleUpgrade ( vehicle theVehicle, string/int upgrade )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:addUpgrade(...)*

Required Arguments

- **theVehicle:** The element representing the vehicle you wish to add the upgrade to.
- **upgrade:** The id of the upgrade you wish to add: 1000 to 1193 (*see Vehicle Upgrades*) or "**all**" to add all upgrades.

Note: setCameraTarget will behave strangely if you use hydraulics (upgrade id: 1087) server sided and when your camera target is the player inside the vehicle with hydraulics and if the player is not you.

Returns

Returns *true* if the upgrade was successfully added to the vehicle, otherwise *false*.