

# SetVehicleAdjustableProperty

This function is used for adjusting the movable parts of a model, for example hydra jets or dump truck tray. This function only works on vehicles with adjustable properties.

## Syntax

```
bool setVehicleAdjustableProperty ( element theVehicle, int value )
```

## Required Arguments

- **theVehicle:** The vehicle you wish to change the adjustable property of.
- **value:** A value from 0 between ?. (Set the adjustable value between 0 and N. 0 is the default value. It is possible to force the setting beyond default maximum, for example setting above 5000 on the dump truck (normal max 2500) will cause the tray to be fully vertical.)

## Returns

Returns true if the adjustable property was set, *false* otherwise.