

IsVehicleNitroActivated

This function checks if nitro is activated on the vehicle.

Warning: Only works if the vehicle is streamed in.

Syntax

```
bool isVehicleNitroActivated ( vehicle theVehicle )
```

Required Arguments

- **theVehicle** The vehicle, which you want to check for an activation.

Returns

Returns *true* if the nitro is currently activated on the vehicle, *false* otherwise.