RemoveVehicleUpgrade

This function removes an already existing upgrade from the specified vehicle, eg: nos, hydraulics. Defined in San Andreas\data\maps\veh_mods\veh_mods.ide.

Syntax

```
bool removeVehicleUpgrade ( vehicle theVehicle, int upgrade )
```

Required Arguments

- **theVehicle**: The element representing the vehicle you wish to remove the upgrade from
- **upgrade**: The ID of the upgrade you wish to remove.

Returns

Returns *true* if the upgrade was successfully removed from the vehicle, otherwise *false*.