

SetVehicleNitroCount

This function sets how many times a player can activate the nitro on a specified vehicle.

Warning: Only works if the vehicle is streamed in.

Syntax

```
bool setVehicleNitroCount ( vehicle theVehicle, int count )
```

Required Arguments

- **theVehicle:** the vehicle which you want to modify how many times a player can use its nitro.
- **count:** how many times should the player be able to use the nitro of this vehicle (from 0-100 times; 0 means that it can't be used and 101 means that it can be used infinite times).

Returns

Returns *true* if the nitro count was set successfully to the vehicle, *false* otherwise.