GetVehicleNitroCount

This function gets the nitro count of the vehicle.

> **Warning:** Only works if the vehicle is streamed in, use isElementStreamedIn to check.

Syntax

```
int getVehicleNitroCount ( vehicle theVehicle )
```

Required Arguments

- **theVehicle** The vehicle which you want to get a nitro count.

Returns

Returns *an integer* determining the amount of nitro counts of the vehicle, *false* if there is no nitro in the vehicle.