SetVehicleNitroActivated

This function activates or deactivates the nitro on the specified vehicle, like if a player pressed the button for activating nitro.

> **Warning:** Only works if the vehicle is streamed in.

Syntax

```
bool setVehicleNitroActivated ( vehicle theVehicle, bool state )
```

Required Arguments

- **theVehicle** The vehicle to activate or deactivate the nitro on.
- **state** *true* if you want to activate the nitro, *false* if you want to disable it.

Returns

Returns *true* if the nitro activation state was modified successfully, *false* otherwise.