

SetVehicleDirtLevel



Function has been disabled.

Reason/Note: This function doesn't work actually. See the bugtracker for updates and more information.

This function sets the dirt level on a vehicle.

Syntax

```
bool setVehicleDirtLevel ( vehicle theVehicle, int dirtLevel )
```

Required Arguments

- **theVehicle:** The vehicle that you want to set the dirt level from
- **dirtLevel:** (0.0 = fully clean, 15.0 = maximum dirt visible.)

Returns

Returns *true* if the dirt level was set on the vehicle, *false* if the dirt level was not set or if invalid arguments are specified.