

# GetVehicleUpgradeOnSlot

This function returns the current upgrade id on the specified vehicle's 'upgrade slot' An upgrade slot is a certain type of upgrade (eg: exhaust, spoiler), there are 17 slots (0 to 16).

## Syntax

```
int getVehicleUpgradeOnSlot ( vehicle theVehicle, int slot )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *vehicle:getUpgradeOnSlot(...)*

## Returns

Returns an *integer* with the upgrade on the slot if correct arguments were passed, *false* otherwise.

## Required Arguments

- **theVehicle:** The vehicle whose upgrade you want to retrieve.
- **slot:** The slot id of the upgrade. (*Upgrade list ordered by slot number*)