## GetVehicleUpgrades

This function returns a table of all the upgrades on a specifed vehicle.

## **Syntax**

table getVehicleUpgrades ( vehicle theVehicle )

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

Method: vehicle:getUpgrades(...)

Variable: .upgrades

## **Required Arguments**

• theVehicle: The vehicle you wish to retrieve the upgrades of.

## **Returns**

Returns a *table* of all the upgrades on each slot of a vehicle, which may be empty, or *false* if a valid vehicle is not passed.