

ResetVehicleComponentScale

ADDED/UPDATED IN VERSION 1.5.6 r14489:

This function reset to default component scale for vehicle.

Syntax

`bool resetVehicleComponentScale (vehicle theVehicle, string theComponent)`

OOP Syntax [Help! I don't understand this!](#)

Method: *vehicle:resetComponentScale(...)*

Required Arguments

- **theVehicle:** The vehicle you wish to reset component scale.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)

Returns

Returns *true* if the scale of the component was reset, *false* otherwise.