

# SetVehicleComponentScale

ADDED/UPDATED IN VERSION 1.5.6 r14489:

This function sets the component scale of a vehicle.

## Syntax

```
bool setVehicleComponentScale ( vehicle theVehicle, string theComponent, float scaleX, float scaleY, float scaleZ [, string base = "root"] )
```

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

**Method:** *vehicle:setComponentScale(...)*

**Counterpart:** *getVehicleComponentScale*

## Required Arguments

- **theVehicle:** The vehicle you wish to set component scale.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)
- **scaleX:** The new x scale of this component.
- **scaleY:** The new y scale of this component.
- **scaleZ:** The new z scale of this component.

## Optional Arguments

- **base:** A string representing what the supplied scale (*scaleX*, *scaleY*, *scaleZ*) is relative to. It can be one of the following values:
  - **parent:** The scale is relative to the parent component.
  - **root** (default if not specified): The scale is relative to the root component.
  - **world:** The scale is a world scale, relative to the world's center of coordinates.

## Returns

Returns *true* if component scale was set successfully, *false* otherwise.