

# GetVehicleAdjustableProperty

Use this to get the value of a vehicles adjustable property. This property relates to movable parts of a model, for example hydra jets or dump truck tray.

## Syntax

```
int getVehicleAdjustableProperty ( vehicle theVehicle )
```

## Required Arguments

- **theVehicle:** The vehicle you want to get the adjustable property of.

## Returns

Returns a value from 0 upwards representing adjustment. 0 is default position. Maximum varies per vehicle, for example hydra horizontal flight is 5000, while dump truck tray max tilt is 2500. Or returns *false* if the vehicle passed to the function is invalid.