IsVehicleNitroRecharging

This function checks if nitro is recharging on the vehicle.

> **Warning:** Only works if the vehicle is streamed in.

Syntax

```
bool isVehicleNitroRecharging ( vehicle theVehicle )
```

Required Arguments

- **theVehicle** The vehicle, which you want to check for recharging.

Returns

Returns *true* if the nitro is currently recharging on the vehicle, *false* otherwise.