

GetVehicleNitroLevel

This function gets the nitro level of the vehicle.

Warning: Only works if the vehicle is streamed in.

Syntax

```
float getVehicleNitroLevel ( vehicle theVehicle )
```

Required Arguments

- **theVehicle** The vehicle, which you want to get a nitro level.

Returns

Returns *a float* determining the nitro level (ranges from 0.0001 to 1.0) of the vehicle, *false* if there is no nitro in the vehicle.