SetVehicleNitroLevel

This function sets the nitro level of the vehicle.

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

Syntax

```
bool setVehicleNitroLevel ( vehicle theVehicle, float level )
```

Required Arguments

- **theVehicle** The vehicle, which you want to set.
- **level** Nitro level you want to set (ranges from 0.0001 to 1.0).

Returns

Returns *true* if the nitro level was set successfully to the vehicle, *false* otherwise.