getVehicleDirtLevel

Description

This function is used to return a vehicles dirt level.

Parameters

```
(int vehicleid)
```
    int vehicleid   The ID of the vehicle

Return Values

- float - The vehicles dirt level

Example

```
?
1 function vehicleSpawnEvent( vehicleid )
2 {
3     setVehicleDirtLevel( vehicleid, 0.0 );
4     local level = getVehicleDirtLevel( vehicleid );
5     log( "Vehicle " + vehicleid + " dirt level is " + level.tostring() + "." );
6     return 1;
7 }
8 addEventHandler( "onVehicelSpawn", vehicleSpawnEvent );
```

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