

# limitSpeed



<b>Introduced in</b>	
Version:	1.00
<b>Description</b>	
Description:	Limits the speed of the given vehicle or person to the given value (in km/h).
<b>Syntax</b>	
Syntax:	object <b>limitSpeed</b> speed
Parameters:	<ul style="list-style-type: none"><li>object: <a href="#">Object</a> - Object, whose speed needs to change.</li><li>speed: <a href="#">Number</a> - New object speed (in km/h).</li></ul>
Return Value:	<a href="#">Nothing</a>
<b>Examples</b>	
Examples:	
<b>Additional Information</b>	
See also:	<a href="#">setMaxSpeedLimit</a> , <a href="#">forceSpeed</a> , <a href="#">setSpeedMode</a>
Multiplayer:	
Problems:	

## Notes

Posted on 9 February 2008

### Kronzky

Has only an *temporary* effect on the vehicle specified (i.e. vehicle goes back to its previous speed right away). So, in order for this command to have a *real*, noticeable effect, it would have to be issued continuously (e.g. via a script loop). (V1.08.5163)