

# setMaxDive



<b>Introduced in</b>	
<b>Version:</b>	1.70
<b>Description</b>	
<b>Description:</b>	Limits the climb / dive speeds for non-PhysX aircraft that are controlled by an AI pilot. <b>Note:</b> Not available in V2.0 - V3.19.
<b>Syntax</b>	
<b>Syntax:</b>	aircraft <b>setMaxDive</b> vspeed
<b>Parameters:</b>	<ul style="list-style-type: none"><li>aircraft: <a href="#">Object</a> - AI-controlled plane or helicopter (usage with other types of vehicles may crash VBS).</li><li>vspeed: <a href="#">Number</a> - Maximum vertical speed (in m/sec). Any positive value affects climb and dive speeds. Any negative value re-enables the defaults. The actual vertical speed may differ from the defined value by up to 5 m/sec.</li></ul>
<b>Return Value:</b>	<a href="#">Nothing</a>
<b>Examples</b>	
<b>Examples:</b>	<pre>plane1 setMaxDive 20;</pre>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">getMaxDive</a> , <a href="#">setMaxBank</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes