

SetVehicleWindowOpen

This function sets the vehicle window state.

Syntax

```
bool setVehicleWindowOpen ( vehicle theVehicle, int window, bool open )
```

Required arguments

- **theVehicle:** The vehicle that you wish to change the window state.
- **window:** An integer representing window.
 - **0:** motorbike shield
 - **1:** rear window
 - **2:** right front window
 - **3:** right back window
 - **4:** left front (driver) window
 - **5:** left back window
 - **6:** windshield
- **open:** Boolean which represent window open state.

Returns

- when the vehicle is not streamed in:
 - if the window ID does lie within the acceptable list of values, it will return **true**
 - if the window ID does *not* lie within the acceptable list of values, it will return **false**
- when the vehicle is streamed in:
 - if the vehicle has the window, it will return **true**
 - if the vehicle does not have the window, it will return **false**