

SetVehicleColor

This function will set the color of a vehicle using either a RGB format, or the standard San Andreas color IDs. Vehicles can have up to 3 colors, most of the vehicles have 2 colors only.

Syntax

```
bool setVehicleColor(vehicle veh, int r1, int g1, int b1, [int r2, int g2, int b2, int r3, int g3, int b3, int r4, int g4, int b4])
```

```
bool setVehicleColor(vehicle veh, int p1, int p2, int p3, int p4)
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setColor(...)*

Required Arguments

- **theVehicle:** The vehicle that you wish to set the color of.
- RGB format:
 - **r1, g1, b1:** Three integers indicating the red, green and blue components of the first (main) color for the vehicle
- Palette format:
 - **p1, p2, p3, p4:** Exactly four integers indicating the vehicle color IDs from the palette.
If a vehicle has fewer than four colours, you must still provide four colours, otherwise the RGB format will be used.

Optional Arguments (RGB format only)

- **r2, g2, b2:** Three integers indicating the red, green and blue components of the second color for the vehicle
- **r3, g3, b3:** Three integers indicating the red, green and blue components of the third color for the vehicle
- **r4, g4, b4:** Three integers indicating the red, green and blue components of the fourth color for the vehicle

Returns

Returns *true* if vehicle's color was set, *false* if an invalid vehicle or invalid colors were specified.