Vehicle Colors

These are the vehicle colors you can get with getVehicleColor.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119
120	121	122	123	124	125	126													

Vehicle Functions

- addVehicleSirens
- addVehicleUpgrade
- attachTrailerToVehicle
- blowVehicle
- createVehicle
- detachTrailerFromVehicle
- fixVehicle
- getModelHandling
- getOriginalHandling
- getTrainDirection
- getTrainPosition
- getTrainSpeed
- getVehicleColor
- getVehicleCompatibleUpgrades
- getVehicleController
- getVehicleDoorOpenRatio
- getVehicleDoorState
- getVehicleEngineState
- getVehicleHandling
- getVehicleHeadLightColor
- getVehicleLandingGearDown
- getVehicleLightState
- getVehicleMaxPassengers
- getVehicleModelFromName
- getVehicleName
- getVehicleNameFromModel
- getVehicleOccupant
- getVehicleOccupants
- getVehicleOverrideLights
- getVehiclePaintjob
- getVehiclePanelState
- getVehiclePlateText
- getVehicleRespawnPosition
- getVehicleRespawnRotation
- getVehicleSirenParams
- getVehicleSirens
- getVehicleSirensOn
- getVehiclesOfType
- getVehicleTowedByVehicle
- getVehicleTowingVehicle

> **BEFORE VERSION 1.5.6 :**
>
> getVehicleTurnVelocity

- getVehicleTurretPosition
- getVehicleType
- getVehicleUpgradeOnSlot
- getVehicleUpgrades
- getVehicleUpgradeSlotName

- getVehicleVariant
- getVehicleWheelStates
- isTrainDerailable
- isTrainDerailed
- isVehicleBlown
- isVehicleDamageProof
- isVehicleFuelTankExplodable
- isVehicleLocked
- isVehicleOnGround
- isVehicleTaxiLightOn
- removeVehicleSirens
- removeVehicleUpgrade
- resetVehicleExplosionTime
- resetVehicleIdleTime
- respawnVehicle
- setModelHandling
- setTrainDerailable
- setTrainDerailed
- setTrainDirection
- setTrainPosition
- setTrainSpeed
- setVehicleColor
- setVehicleDamageProof
- setVehicleDoorOpenRatio
- setVehicleDoorState
- setVehicleDoorsUndamageable
- setVehicleEngineState
- setVehicleFuelTankExplodable
- setVehicleHandling
- setVehicleHeadLightColor
- setVehicleIdleRespawnDelay
- setVehicleLandingGearDown
- setVehicleLightState
- setVehicleLocked
- setVehicleOverrideLights
- setVehiclePaintjob
- setVehiclePanelState
- setVehiclePlateText
- setVehicleRespawnDelay
- setVehicleRespawnPosition
- setVehicleRespawnRotation
- setVehicleSirens
- setVehicleSirensOn
- setVehicleTaxiLightOn

BEFORE VERSION 1.5.6 :

setVehicleTurnVelocity

- setVehicleTurretPosition
- setVehicleVariant
- setVehicleWheelStates
- spawnVehicle
- toggleVehicleRespawn