SetModelHandling

This function is used to change the handling data of all vehicles of a specified model.

Syntax

```
bool setModelHandling ( int modelId, string property, var value )
```

Required Arguments

- **modelId:** The vehicle model you wish to set the handling of.
- **property:** The property you wish to set the handling of the vehicle to, or *nil* if you want to reset the all the handling properties.
- **value:** The value of the models's handling property you wish to set, or *nil* if you want to reset the handling property to its default value.

Returns

Returns *true* if the handling was set successfully, *false* otherwise.

Handling Properties

See below a list of valid properties and their required values:

http://web.archive.org/web/20140223160252/http://projectcerbera.com/gta/sa/tutorials/handling

Property	Value	Minimum value	Maximum value	Notes
mass	Float	1.0	100000.0	
turnMass	Float	0.0	1000000.0	
dragCoeff	Float	-200.0	200.0	
centerOfMass	Table = { [1]=posX, [2]=posY, [3]=posZ } (floats)	-10.0	10.0	Get returns a table, set needs a table.
percentSubmerged	Integer	1	99999	
tractionMultiplier	Float	-100000.0	100000.0	
tractionLoss	Float	0.0	100.0	
tractionBias	Float	0.0	1.0	
numberOfGears	Integer	1	5	
maxVelocity	Float	0.1	200000.0	
engineAcceleration	Float	0.0	100000.0	
engineInertia	Float	-1000.0	1000.0	Inertia of 0 can cause a LSOD. (Unable to divide by zero)
driveType	String	N/A	N/A	Use 'rwd', 'fwd' or 'awd'.
engineType	String	N/A	N/A	Use 'petrol', 'diesel' or 'electric'.
brakeDeceleration	Float	0.1	100000.0	
brakeBias	Float	0.0	1.0	
ABS	Boolean	true	false	Has no effect.
steeringLock	Float	0.0	360.0	
suspensionForceLevel	Float	0.0	100.0	
suspensionDamping	Float	0.0	100.0	
suspensionHighSpeedDamping	Float	0.0	600.0	
suspensionUpperLimit	Float	-50.0	50.0	Can't be equal to suspensionLowerLimit.
suspensionLowerLimit	Float	-50.0	50.0	Can't be equal to suspensionUpperLimit.
suspensionFrontRearBias	Float	0.0	1.0	Hardcoded maximum is 3.0, but values above 1.0 have no effect.
suspensionAntiDiveMultiplier	Float	0.0	30.0	
seatOffsetDistance	Float	-20.0	20.0	
collisionDamageMultiplier	Float	0.0	10.0	

monetary	Integer	0	230195200	Get works, set is disabled.
modelFlags	Hexadecimal/Decimal	N/A	N/A	Property uses a decimal value, generated by a hexadecimal value. Either use 0x12345678 or tonumber ("0x12345678"). See projectcerbera for possible values.
handlingFlags	Hexadecimal/Decimal	N/A	N/A	Property uses a decimal value, generated by a hexadecimal value. Either use 0x12345678 or tonumber ("0x12345678"). See projectcerbera for possible values.
headLight	String	N/A	N/A	Get works, set is disabled. Available values: 'long', 'small', 'big', 'tall'.
tailLight	String	N/A	N/A	Get works, set is disabled. Available values: 'long', 'small', 'big', 'tall'.
animGroup	Integer	??	??	Get works, set is disabled due to people not knowing this property was vehicle-based and caused crashes.