EngineSetSurfaceProperties

This function changes a property of a surface.

Syntax

```
bool engineSetSurfaceProperties ( int surfaceID, string property, mixed value )
```

Required Arguments

- **surfaceID:** Material ID from 0 to 178
- **property:** Property name
- **value:** New value from table below

Returns

Returns *true* if the function executed succesfully, *false* otherwise.

Properties

Materials, surfaces properties

Property	Accepted values	Effect	Picture
glass	true, false	Unknown	-
stairs	true, false	Unknown	-
stepwatersplash	true, false	Water effect on step	-
softlanding	true, false	Probably makes landing cause less damage	-
steepslope	true, false	Makes climbing up impossible	-
footeffect	true, false	Create footprints on the surface	-
seethrough	true, false	Connected with processLineOfSight function	-
shootthrough	true, false	Same as *seethrough*, but toggles ability to shoot through surfaces, objects. Some fences have this ability.	-
audio	"concrete", "grass", "sand", "gravel", "wood", "water", "metal"	Noise when walking	-
bulleteffect	"metal", "concrete", "sand", "wood", "disabled"	Effect when hit by a bullet	-
tyregrip	0–255	Change tyre grip	-
wetgrip	0–255	Change tyre grip when raining	-
canclimb	true, false	Whether can be grabbed/climbed over	-
adhesiongroup	"rubber", "hard", "road", "loose", "sand", "wet"	Change tyre grip between various surfaces. If both surfaces (vehicle tyre and ground) are set to *rubber*, makes vehicle rarely create skid marks and vehicle won't slip.	-
roughness	0–3	Unknown	-
fractioneffect	0–7	Unknown, probably makes wheels vibrate on rail track	-
wheeleffect	"grass", "gravel", "mud", "sand", "dust", "disabled"	Particle effect while driving	-
skidmarktype	"asphalt", "dirt", "dust", "disabled"	Skid mark type	-