

CreateVehicle

Note: Vehicles (and other elements) created client-side are only seen by the client that created them, aren't synced and players cannot enter them. They are essentially for display only.

Note: Due to how GTA works, creating a lot of vehicles in the same place will cause lag. The more geometries and unique textures has model the bigger the lag is. Even a lot of default vehicles will cause lag if in the same place.

This function creates a vehicle at the specified location.

Its worth nothing that the position of the vehicle is the center point of the vehicle, not its base. As such, you need to ensure that the z value (vertical axis) is some height above the ground. You can find the exact height using the client side function `getElementDistanceFromCentreOfMassToBaseOfModel`, or you can estimate it yourself and just spawn the vehicle so it drops to the ground.

Syntax

```
vehicle createVehicle ( int model, float x, float y, float z [, float rx, float ry, float rz, string numberplate, bool bDirection, int variant1, int variant2 ] )
```

OOP Syntax [Help! I don't understand this!](#)

Method: *Vehicle(...)*

Required Arguments

- **model:** The vehicle ID of the vehicle being created.
- **x:** A floating point number representing the X coordinate on the map.
- **y:** A floating point number representing the Y coordinate on the map.
- **z:** A floating point number representing the Z coordinate on the map.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **rx:** A floating point number representing the rotation about the X axis in degrees.
- **ry:** A floating point number representing the rotation about the Y axis in degrees.
- **rz:** A floating point number representing the rotation about the Z axis in degrees.
- **numberplate:** A string that will go on the number plate of the vehicle (max 8 characters).
- **bDirection** (*serverside only*): Placeholder boolean which provides backward compatibility with some scripts. It never had any effect, but it is read by the code. It is recommended to ignore this argument, passing *false* or the *variant1* argument in its place.
- **variant1:** An integer for the first vehicle variant. See vehicle variants.
- **variant2:** An integer for the second vehicle variant. See vehicle variants.

Returns

Returns the vehicle element that was created. Returns *false* if the arguments are incorrect, or if the vehicle limit of 65535 is exceeded.

Using trains

Trains are created using the `createVehicle` function. They are placed at the nearest point of the GTASA train pathing (they usually are railroad tracks) from their spawning point.