

SetRadioChannel

This function sets the heard radio channel, even while not in a vehicle.

Note: This function sometimes doesn't work when setting the radio channel to another different from the current one due to unknown reasons. If you experience this issue, simply add `setRadioChannel(0)` at the beginning of the script, outside any function.

Syntax

```
bool setRadioChannel ( int ID )
```

Required Arguments

- **ID:** The ID of the radio station you want to play.

- **0:** Radio Off
- **1:** Playback FM
- **2:** K-Rose
- **3:** K-DST
- **4:** Bounce FM
- **5:** SF-UR
- **6:** Radio Los Santos
- **7:** Radio X
- **8:** CSR 103.9
- **9:** K-Jah West
- **10:** Master Sounds 98.3
- **11:** WCTR
- **12:** User Track Player

Returns

Returns *true* if channel was set successfully, *false* otherwise.