

Vehicle Components

This page aims to provide an overview of vehicle components. The list is currently incomplete.

Note: Changing wheel position on Z axis doesn't work.

Component Name	Description
boot_dummy	Trunk door
ug_nitro	Nitro (tuning part)
wheel_rf_dummy	Right Front Wheel
wheel_lf_dummy	Left Front Wheel
wheel_rb_dummy	Right Back Wheel
wheel_lb_dummy	Left Back Wheel
chassis	Chassis
chassis_vlo	Chassis (lod)[Can't be hid]
ug_roof	Roof [Can't be hid]
door_rf_dummy	Right Front Door
door_lf_dummy	Left Front Door
door_rr_dummy	Right Back Door
door_lr_dummy	Left Back Door
bonnet_dummy	Hood
ug_wing_right	Right wing (tuning part) [Can't be hid]
bump_front_dummy	Front bumper
bump_rear_dummy	Back bumper
windscreen_dummy	Windscreen
misc_a	Tow bar position on models: 514, 515, 403, 591, 552, 485, 583, 606, 607, 608.
ug_wing_left	Leftwing (tuning part) [Can't be hid]
exhaust_ok	Exhausts

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Bike Components

Note: Vehicles in the 'bike' category have 8 different components from the others, so a separate table was created..



An illustrative image showing the components of the bike.

Many different:

Component Name	Description
chassis_dummy	Vehicle chassis
plate_rear	Back plate
handlebars	Handlebars

mudguard	Mudguard
wheel_rear	Rear tire
wheel_front	Front Tire
froks_rear	Froks rear
froks_front	Froks front

Equals:

Component Name
chassis
chassis_vlo

Code that shows all the components of the vehicle you are inside.

There are more components that are not yet in these tables above, and if you want to know all of them use this code below. This code works as follows: you enter / climb the vehicle and it will show you all the components as in the image above.

Client

```
addEventHandler ( "onClientRender", root,
function()
    countTest = 0
    if isPedInVehicle ( localPlayer ) and getPedOccupiedVehicle ( localPlayer ) then
        local veh = getPedOccupiedVehicle ( localPlayer )
        for v in pairs ( getVehicleComponents(veh) ) do
            countTest = countTest + 1
            local x,y,z = getVehicleComponentPosition ( veh, v, "world" )
            local sx,sy = getScreenFromWorldPosition ( x, y, z )
            if sx and sy then
                dxDrawRectangle(sx,sy, 10, 10)
                dxDrawLine(sx, sy, sx - (100 + (countTest * 5)), sy-(200+ (countTest * 10)))
                dxDrawText ( v, (sx-(120 + (countTest * 5))) -1, (sy-(220 + (countTest * 10))) -1, 0 -1, 0 -1
, tocolor(0,0,0), 1, "default-bold" )
                dxDrawText ( v, (sx-(120 + (countTest * 5))) +1, (sy-(220 + (countTest * 10))) -1, 0 +1, 0 -1
, tocolor(0,0,0), 1, "default-bold" )
                dxDrawText ( v, (sx-(120 + (countTest * 5))) -1, (sy-(220 + (countTest * 10))) +1, 0 -1, 0 +1
, tocolor(0,0,0), 1, "default-bold" )
                dxDrawText ( v, (sx-(120 + (countTest * 5))) +1, (sy-(220 + (countTest * 10))) +1, 0 +1, 0 +1
, tocolor(0,0,0), 1, "default-bold" )
                dxDrawText ( v, (sx-(120 + (countTest * 5))), (sy-(220 + (countTest * 10))), 0, 0, tocolor(0
255,255), 1, "default-bold" )
            end
        end
    end
end
end)
```

Related scripting functions

- setVehicleComponentVisible
- setVehicleComponentPosition
- setVehicleComponentRotation
- setVehicleComponentScale

- resetVehicleComponentPosition
- resetVehicleComponentRotation
- resetVehicleComponentScale

- getVehicleComponents
- getVehicleComponentVisible
- getVehicleComponentScale
- getVehicleComponentRotation
- getVehicleComponentPosition