

SetVehicleVariant

This function sets the variant of a specified vehicle. In GTA: San Andreas some vehicles are different; for example the labelling on trucks or the contents of a pick-up truck and the varying types of a motor bike. For the default variant list see: Vehicle variants. Function is also available client-side (previously available server-side only).

Tip: Both variant arguments need to be supplied, otherwise random ones will be picked.

Tip: If you only want one variant, set '**variant2**' to 255. If you want no variants, then set both '**variant1**' and '**variant2**' to 255.

Note: The fairings on the NRG-500 and BF-400 are both variants, so unless you explicitly ask for 3 or 4, your bike will have no fairings which some people may find offensive.

Syntax

```
bool setVehicleVariant ( vehicle theVehicle [, int variant1, int variant2 ] )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setVariant(...)*

Counterpart: *getVehicleVariant*

Required Arguments

- **theVehicle:** The vehicle that you want to set the variant.

Optional Arguments

Both arguments need to be supplied, otherwise random variants will be picked.

- **variant1:** An integer for the first variant. See Vehicle variants.
- **variant2:** An integer for the second variant. See Vehicle variants.

Returns

Returns *true* if the vehicle variants were successfully set, *false* otherwise (the specified vehicle doesn't exist or the specified variants are invalid).