

SetVehicleLightState

This function sets the state of the light on the vehicle.

Syntax

```
bool setVehicleLightState ( vehicle theVehicle, int light, int state )
```

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

Method: *vehicle:setLightState(...)*

Counterpart: *getVehicleLightState*

Required Arguments

- **theVehicle:** A handle to the vehicle that you wish to change the light state of.
- **light:** A whole number determining the individual light:
 - **0:** Front left
 - **1:** Front right
 - **2:** Rear right
 - **3:** Rear left
- **state:** A whole number determining the new state of the light. *0* represents normal lights, and *1* represents broken lights.

Returns

Returns *true* if the light state was set successfully, *false* if invalid arguments were passed to the function.