

# GetVehiclePaintjob

This function gets the current paintjob on the specified vehicle.

## Syntax

```
int getVehiclePaintjob ( vehicle theVehicle )
```

**OOP Syntax** Help! I don't understand this!

- Method:** *vehicle:getPaintjob(...)*
- Variable:** *.paintjob*
- Counterpart:** *setVehiclePaintjob*

## Required Arguments

- **theVehicle:** the vehicle you wish to get the paintjob of.

## Returns

Returns an integer representing the current paintjob on the vehicle.

- **0:** The first paintjob
- **1:** The second paintjob
- **2:** The third paintjob
- **3:** Default paintjob (no paintjob)

**Note:** Always returns 3 if paintjobs are not supported for the vehicle.