

SetVehicleSirensOn

This function changes the state of the sirens on the specified vehicle.

Syntax

```
bool setVehicleSirensOn ( vehicle theVehicle , bool sirensOn )
```

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:setSirensOn(...)*
- Variable:** *.sirensOn*
- Counterpart:** *getVehicleSirensOn*

Required Arguments

- **theVehicle:** The vehicle that will have the sirens set
- **sirensOn:** The state to set the sirens to

Returns

Returns *true* if the sirens are set for the specified vehicle, *false* if the sirens can't be set for the specified vehicle, if the vehicle doesn't have sirens or if invalid arguments are specified.