

SetVehicleOverrideLights

This function changes the light overriding setting on a vehicle.

Syntax

```
bool setVehicleOverrideLights ( vehicle theVehicle, int value )
```

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

Method: *vehicle:setOverrideLights(...)*

Variable: *.overrideLights*

Counterpart: *getVehicleOverrideLights*

Required Arguments

- **theVehicle:** The vehicle you wish to change the override lights setting of.
- **value:** A whole number representing the state of the lights:
 - **0:** No override, lights are set to default.
 - **1:** Lights are forced off.
 - **2:** Lights are forced on.

Returns

Returns *true* if the vehicle's lights setting was changed. Otherwise *false*.