Shared function

SetTrafficLightsLocked

Toggles whether you want the traffic lights to be locked. If the lights are locked, it means they won't change unless you do setTrafficLightState.

Syntax

```
bool setTrafficLightsLocked ( bool toggle )
```

Required Arguments

- **toggle**: A bool indicating whether you want the traffic lights to change automatically, or not

Returns

Returns *true* if the successful, *false* otherwise.