AddVehicleSirens

This function adds sirens to a vehicle.

Syntax

```
bool addVehicleSirens ( vehicle theVehicle, int sirenCount, int sirenType [, bool flag360 = false, bool checkLosFlag = true,
bool useRandomiser = true, bool silentFlag = false ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:addSirens(...)*

Required Arguments

- **theVehicle:** The vehicle to add sirens
- **sirenCount:** The amount of siren points on the vehicle (8 maximum)
- **sirenType:** An integer between 1 and 6 (1: invisible, 2: single, 3+: dual)

Optional Arguments

- **flag360:** Visible from all directions (applies to single type only)
- **checkLosFlag:** Check line of sight between camera and light so it won't draw if blocked
- **useRandomiser:** Randomise the light order, false for sequential
- **silentFlag:** If you want the siren to be silent set this to true

Returns

Returns *true* if sirens were successfully added to the vehicle, *false* otherwise.