# SetVehiclePaintjob

This function changes the paintjob on the specified vehicle.
See paintjob for list of supported vehicles.

## Syntax

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

### Required Arguments

- **theVehicle**: The vehicle you wish to change the paintjob of.
- **value**: A whole number representing the new paintjob id. Ranges from 0 up to 3.

## Returns

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