GetVehicleSirens

This function gets the properties of a vehicle's sirens.

Syntax

```
table getVehicleSirens ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:getSirens(...)*
> **Variable**: *.sirens*
> **Counterpart**: *setVehicleSirens*

Required Arguments

- **theVehicle:** The vehicle to get siren information of.

Returns

If the vehicle is invalid, it returns *false*. Otherwise, returns a *table* with sub tables containing the properties of each siren point in the following manner:

```
[float]    SirenData[sirenPoint].x
[float]    SirenData[sirenPoint].y
[float]    SirenData[sirenPoint].z
[int]      SirenData[sirenPoint].Red
[int]      SirenData[sirenPoint].Green
[int]      SirenData[sirenPoint].Blue
[int]      SirenData[sirenPoint].Alpha
[int]      SirenData[sirenPoint].Min_Alpha
```