SetVehicleComponentVisible

This function sets component visibility for vehicle.

Syntax

```
bool setVehicleComponentVisible ( vehicle theVehicle, string theComponent, bool visible )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:setComponentVisible(...)*
> **Counterpart**: *getVehicleComponentVisible*

Required Arguments

- **theVehicle:** The vehicle you wish to set component visibility of.
- **theComponent:** A vehicle component (this is the component's frame name (also called 'dummy') from the vehicle model's DFF file of which you want to manipulate components)
- **visible:** a *bool* which determines if the component should be visible

Returns

Returns a *bool* indicating if the visiblity was changed successfully.