

SetVehicleEngineState

This function turns a vehicle's engine on or off. Note that the engine will always be turned on when someone enters the driver seat, unless you override that behaviour with scripts.

Syntax

```
bool setVehicleEngineState ( vehicle theVehicle, bool engineState )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setEngineState(...)*
Variable: *.engineState*
Counterpart: *getVehicleEngineState*

Required Arguments

- **theVehicle:** The vehicle you wish to change the engine state of.
- **engineState:** A boolean value representing whether the engine will be turned on (*true*) or off (*false*).

Returns

Returns *true* if the vehicle's engine state was successfully changed, *false* otherwise.