GetVehicleOverrideLights

This function is used to find out the current state of the override-lights setting of a vehicle.

Syntax

```
int getVehicleOverrideLights ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:getOverrideLights(...)*
> **Variable**: *.overrideLights*
> **Counterpart**: *setVehicleOverrideLights*

Required Arguments

- **theVehicle**: the vehicle you wish to retrieve the override lights setting of.

Returns

Returns an integer value: 0 (No override), 1 (Force off) or 2 (Force on).