GetVehicleVariant

This function gets the variant of a specified vehicle. In GTA: San Andreas some vehicles are different; for example the labelling on trucks or the contents of a pick-up truck and the varying types of a motor bike. For the default variant list see: Vehicle variants.

Syntax

```
int, int getVehicleVariant ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

    Method: *vehicle:getVariant(...)*
    Counterpart: *setVehicleVariant*

Required Arguments

- **theVehicle:** The vehicle that you want to get the variant of.

Returns

Returns 2 int containing the vehicle variants, *false* otherwise (the specified vehicle doesn't exist).