

SetGarageOpen

This function opens or closes the specified garage door in the world.

Note: setGarageOpen does not work with ID 32 (Pay 'n' Spray near Royal Casino). This garage has been disabled by Rockstar Games due to floor collision issues (see TheJizzy's video "BETA Leftovers and Glitches" at 12:12 timestamp). You can remove the door by using removeWorldModel and recreating it for later with moveObject.

Syntax

```
bool setGarageOpen ( int garageID, bool open )
```

Required Arguments

- **garageID:** The garage ID that represents the garage door being opened or closed.
- **isOpen:** A boolean indicating whether or not to open the door.

Returns

Returns *true* if successful, *false* if an invalid garage id was given.