SetVehicleHandling

This function is used to change the handling data of a vehicle.

Implemented also for client-sided vehicles.

Syntax

```
bool setVehicleHandling(element theVehicle, string property, var value)
```

Syntaxes for reset configurations:

```
bool setVehicleHandling(element theVehicle, string property, nil, false)  -- Reset one property to model handling value
bool setVehicleHandling(element theVehicle, string property, nil, true)   -- Reset one property to GTA default value
bool setVehicleHandling(element theVehicle, false)                        -- Reset all properties to model handling value
bool setVehicleHandling(element theVehicle, true)                         -- Reset all properties to GTA default value
```

Required Arguments

- **theVehicle:** The vehicle you wish to set the handling of.
- **property:** The property you wish to set the handling of the vehicle to.

> **Note:** For functionality reasons, suspension modification is disabled on monster trucks, trains, boats and trailers.
>
> Additionally, helicopters are not affected by custom handling. The vehicle-on-wheels handling does not affect planes when they are on the ground either. For more information on this, see issue 2426

> **Warning:** To change handling values of aircraft like *maxVelocity*, you must first set setAircraftMaxVelocity.

http://web.archive.org/web/20140223160252/http://projectcerbera.com/gta/sa/tutorials/handling

Property	Value	Minimum value	Maximum value	Notes
mass	Float	1.0	100000.0	
turnMass	Float	0.0	1000000.0	
dragCoeff	Float	-200.0	200.0	
centerOfMass	Table = { [1]=posX, [2]=posY, [3]=posZ } (floats)	-10.0	10.0	Get returns a table, set needs a table.
percentSubmerged	Integer	1	99999	
tractionMultiplier	Float	-100000.0	100000.0	
tractionLoss	Float	0.0	100.0	
tractionBias	Float	0.0	1.0	
numberOfGears	Integer	1	5	
maxVelocity	Float	0.1	200000.0	
engineAcceleration	Float	0.0	100000.0	
engineInertia	Float	-1000.0	1000.0	Inertia of 0 can cause a LSOD. (Unable to divide by zero)
driveType	String	N/A	N/A	Use 'rwd', 'fwd' or 'awd'.
engineType	String	N/A	N/A	Use 'petrol', 'diesel' or 'electric'.
brakeDeceleration	Float	0.1	100000.0	
brakeBias	Float	0.0	1.0	
ABS	Boolean	true	false	Has no effect.
steeringLock	Float	0.0	360.0	
suspensionForceLevel	Float	0.0	100.0	
suspensionDamping	Float	0.0	100.0	
suspensionHighSpeedDamping	Float	0.0	600.0	
suspensionUpperLimit	Float	-50.0	50.0	Can't be equal to

				suspensionLowerLimit.
suspensionLowerLimit	Float	-50.0	50.0	Can't be equal to suspensionUpperLimit.
suspensionFrontRearBias	Float	0.0	1.0	Hardcoded maximum is 3.0, but values above 1.0 have no effect.
suspensionAntiDiveMultiplier	Float	0.0	30.0	
seatOffsetDistance	Float	-20.0	20.0	
collisionDamageMultiplier	Float	0.0	10.0	
monetary	Integer	0	230195200	Get works, set is disabled.
modelFlags	Hexadecimal/Decimal	N/A	N/A	Property uses a decimal value, generated by a hexadecimal value. Either use 0x12345678 or tonumber ("0x12345678"). See projectcerbera for possible values.
handlingFlags	Hexadecimal/Decimal	N/A	N/A	Property uses a decimal value, generated by a hexadecimal value. Either use 0x12345678 or tonumber ("0x12345678"). See projectcerbera for possible values.
headLight	String	N/A	N/A	Get works, set is disabled. Available values: 'long', 'small', 'big', 'tall'.
tailLight	String	N/A	N/A	Get works, set is disabled. Available values: 'long', 'small', 'big', 'tall'.
animGroup	Integer	??	??	Get works, set is disabled due to people not knowing this property was vehicle-based and caused crashes.

- **value:** The value of the property you wish to set the handling of the vehicle to.

Returns

Returns *true* if the handling was set successfully, *false* otherwise. See below a list of valid properties and their required values: