Shared function

SetVehicleDoorOpenRatio

This function sets how much a vehicle's door is open. Doors include the boot/trunk and the bonnet of the vehicle.

Syntax

```
bool setVehicleDoorOpenRatio ( vehicle theVehicle, int door, float ratio [, int time = 0 ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:setDoorOpenRatio(...)*
> **Counterpart**: *getVehicleDoorOpenRatio*

Required Arguments

- **theVehicle:** The vehicle that you wish to change the door open ratio of.
- **door:** A whole number, 0 (hood), 1 (trunk), 2 (front left), 3 (front right), 4 (rear left), 5 (rear right)
- **ratio:** The ratio value, ranging from 0 (fully closed) to 1 (fully open).

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **time:** The number of milliseconds the door should take to reach the value you have specified. A value of 0 will change the door open ratio instantly.

Returns

Returns *true* if the door open ratio was successfully set, *false* if invalid arguments are passed.