

Paintjob

Paintjobs can be applied on a vehicle using setVehiclePaintjob.

To remove a paintjob from a vehicle, apply paintjob number 3 to it.

Supported vehicles

- Blade: 0,1,2
- Broadway: 0,1
- Camper: 0
- Elegy: 0,1,2
- Flash: 0,1,2
- Jester: 0,1,2
- Remington: 0,1,2
- Savanna: 0,1,2
- Slamvan: 0,1,2
- Sultan: 0,1,2
- Tornado: 0,1,2
- Uranus: 0,1,2

Serialized table of supported vehicles

```
local supported_vehicles={
  [483]={0},      -- camper
  [534]={0,1,2},  -- remington
  [535]={0,1,2},  -- slamvan
  [536]={0,1,2},  -- blade
  [558]={0,1,2},  -- uranus
  [559]={0,1,2},  -- jester
  [560]={0,1,2},  -- sultan
  [561]={0,1,2},  -- stratum
  [562]={0,1,2},  -- elegy
  [565]={0,1,2},  -- flash
  [567]={0,1,2},  -- savanna
  [575]={0,1},    -- broadway
  [576]={0,1,2},  -- tornado
}
```