

GetVehicleSirenParams

This function get the parameters of a vehicles siren.

Syntax

table getVehicleSirenParams (vehicle theVehicle)

OOP Syntax Help! I don't understand this!

Method: *vehicle:getSirenParams(...)*
Variable: *.sirenParams*

Required Arguments

- **theVehicle:** The vehicle to get the siren parameters of

Returns

Returns a *table* with the siren count, siren type and a sub table for the four flags. False otherwise.

```
[int]    SirenParams.SirenCount
[int]    SirenParams.SirenType
[table]  SirenParams.Flags
[bool]   SirenParams.Flags["360"]
[bool]   SirenParams.Flags.DoLOSCheck
[bool]   SirenParams.Flags.UseRandomiser
[bool]   SirenParams.Flags.Silent
```