

SetVehicleLocked

This function can be used to set the vehicle's doors to be locked or unlocked. Locking a vehicle restricts access to the vehicle.

Warning: This function only prevents the player from opening the vehicle doors. It means that a player can still access a locked vehicle if there's an opened door. Also, vehicles that doesn't have doors can still be accessed aswell.

Syntax

```
bool setVehicleLocked ( vehicle theVehicle, bool locked )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setLocked(...)*

Variable: *.locked*

Counterpart: *isVehicleLocked*

Required Arguments

- **theVehicle:** The vehicle which you wish to change the lock status of
- **locked:** Boolean for the status you wish to set. Set *true* to lock, *false* to unlock

Returns

Returns *true* if the operation was successful, *false* otherwise.