

# SetVehiclePanelState

This function allows you to change the state of one of the six panels vehicle's can have. When executed on the server-side resources, the damage will be synched for all players, whereas the change is only client-side if the function is used in a client resource.

## Syntax

```
bool setVehiclePanelState ( vehicle theVehicle, int panelID, int state )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *vehicle:setPanelState(...)*

**Counterpart:** *getVehiclePanelState*

## Required Arguments

- **theVehicle:** The vehicle you would like to modify the panel of.
- **panelID:** An ID specifying the part of the vehicle. Possible values are:
  - **Cars:**
    - **0:** Front-left panel
    - **1:** Front-right panel
    - **2:** Rear-left panel
    - **3:** Rear-right panel
    - **4:** Windscreen
    - **5:** Front bumper
    - **6:** Rear bumper
  - **Planes:**
    - **0:** Engine Smoke (left engine for a Nevada or a Beagle)
    - **1:** Engine Smoke (right engine for a Nevada or a Beagle)
    - **2:** Rudder
    - **3:** Elevators
    - **4:** Ailerons
    - **5:** Unknown
    - **6:** Unknown

*NOTE:* Settings are not applicable for all vehicles of these types, for instance panel 0 effects a Dodo, but does nothing to a hydra.

- **state:** How damaged the part is on the scale of 0 to 3, with 0 being undamaged and 3 being very damaged. How this is manifested depends on the panel and the vehicle.

## Returns

Returns *true* if the panel state has been updated, *false* otherwise