

SetVehicleSirens

This function changes the properties of a vehicles siren point.

Note: Although you may be able to add sirens to any vehicle, this function may not work. This function fails on certain vehicle models.

Syntax

```
bool setVehicleSirens ( vehicle theVehicle, int sirenPoint, float posX, float posY, float posZ, float red, float green, float blue, [float alpha = 255, float minAlpha = 0.0] )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setSirens(...)*
Counterpart: *getVehicleSirens*

Required Arguments

- **theVehicle:** The vehicle to modify
- **sirenPoint:** The siren point to modify
- **posX:** The x position of this siren point from the center of the vehicle
- **posY:** The y position of this siren point from the center of the vehicle
- **posZ:** The z position of this siren point from the center of the vehicle
- **red:** The amount of red from 0 to 255
- **green:** The amount of green from 0 to 255
- **blue:** The amount of blue from 0 to 255

Optional Arguments

- **alpha:** The alpha of the siren from 0 to 255
- **minAlpha:** The minimum alpha of the light during day time

Returns

Returns *true* if the siren point was successfully changed on the vehicle, *false* otherwise.