

GetVehicleSirensOn

This function returns whether the sirens are turned on for the specified vehicle.

Syntax

```
bool getVehicleSirensOn ( vehicle theVehicle )
```

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

- Method:** *vehicle:areSirensOn(...)*
- Variable:** *.sirensOn*
- Counterpart:** *setVehicleSirensOn*

Required Arguments

- **theVehicle:** The vehicle that will be checked.

Returns

Returns *true* if the sirens are turned on for the specified vehicle, *false* if the sirens are turned off for the specified vehicle, if the vehicle doesn't have sirens or if invalid arguments are specified.