

# AreVehicleLightsOn

This function is used to find out whether the lights of the vehicle are on.

## Note:

- This is different to `getVehicleOverrideLights` because this function will return **true** if the lights were turned on by natural causes.
- Unless `setVehicleOverrideLights` is used, vehicles always automatically disable their lights at 06:25 and enable them at 20:26.

## Syntax

```
bool areVehicleLightsOn ( vehicle theVehicle )
```

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

**Method:** *vehicle:areLightsOn(...)*

**Variable:** *.lightsOn*

## Required Arguments

- **theVehicle:** the vehicle you wish to retrieve the lights state of.

## Returns

Returns *true* if the lights are on, *false* otherwise.