SetVehicleWheelStates

This function sets the state of wheels on the vehicle.

Internally, no vehicles have more than 4 wheels. If they appear to, they will be duplicating other wheels.

Syntax

```
bool setVehicleWheelStates ( vehicle theVehicle, int frontLeft, [ int rearLeft = -1, int frontRight = -1, int rearRight = -1 ])
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setWheelStates(...)*
Counterpart: *getVehicleWheelStates*

Required Arguments

- **theVehicle:** A handle to the vehicle that you wish to change the wheel states of.
- **frontLeft:** A whole number representing the wheel state (-1 for no change)

Optional Arguments

- **rearLeft:** A whole number representing the wheel state (-1 for no change)
- **frontRight:** A whole number representing the wheel state (-1 for no change)
- **rearRight:** A whole number representing the wheel state (-1 for no change)

Wheel-State values

- **0:** Inflated
- **1:** Flat
- **2:** Fallen off
- **3:** Collisionless

Returns

Returns a boolean value *true* or *false* that tells you if it was successful or not.