

# explodeVehicle

From Mafia2-Online

## Description

This function is used to explode vehicle.

## Parameters

(int vehicleid)
int vehicleid      The ID of the vehicle

## Example

```
?
1 addCommandHandler( "explode",
2     function( playerid )
3     {
4         if( isPlayerInVehicle( playerid ) )
5         {
6             local vehicleid = getPlayerVehicle( playerid );
7             explodeVehicle( vehicleid );
8         }
9     }
10);
```

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