

setVehicleWheelTexture

From Mafia2-Online

Description

This function is used to set a vehicles wheel texture.

Parameters

```
(int vehicleid, int wheelid, int textureid)
```

int vehicleid	The ID of the vehicle
int wheelid	The ID of the wheel to set the wheel texture to
int textureid	The ID of the texture to set

Example

```
?
1 addCommandHandler( "tune",
2     function( playerid )
3     {
4         if( isPlayerInVehicle( playerid ) )
5         {
6             local vehicleid = getPlayerVehicle( playerid );
7
8             setVehicleWheelTexture( vehicleid, 0, 11 );
9             setVehicleWheelTexture( vehicleid, 1, 11 );
10        }
11    }
12);
```

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