

setVehicleFuel

Server-side function

This function can be used to set vehicle fuel level. Amount of fuel is measured in floats, starts from 0.0 (empty) up to 50.0-70.0 (full, differs for some cars).

Syntax

```
?  
1 bool setVehicleFuel ( int vehicleid, float amount )
```

Parameters

1. **vehicleid** - id of created vehicle to get fuel level
2. **amount** - Amount of fuel which is measured in floats, starts from 0.0 (empty) up to 50.0-70.0 (full, differs for some cars).

Returns

Bool result of setting vehicle fuel level.

Example

```
?  
1 addCommandHandler("addfuel", function(playerid) {  
2     // exit if player is not in a vehicle  
3     if ( !isPlayerInVehicle(playerid) ) {  
4         return;  
5     }  
6  
7     local vehicleid = getPlayerVehicle(playerid);  
8  
9     // increment fuel level by 1.0  
10    setVehicleFuel(vehicleid, getVehicleFuel(vehicleid) + 1.0);  
11});
```

See Also

- createVehicle
- destroyVehicle
- setVehiclePosition
- getVehiclePosition
- setVehicleRotation
- getVehicleRotation
- setVehicleSpeed
- getVehicleSpeed
- **setVehicleFuel**
- getVehicleFuel
- setVehicleEngineState
- getVehicleEngineState
- setVehicleRespawnTime

- `getVehicleRespawnTime`
- `respawnVehicle`
- `repairVehicle`
- `explodeVehicle`

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- This page was last modified on 7 November 2016, at 20:59.