

getVehicleTuningTable

From Mafia2-Online

Description

This function is used to get a vehicles tuning table.

Parameters

(int vehicleid)
int vehicleid The ID of the vehicle

Return Values

- int - The tuning table

Example

```
?
1 addCommandHandler( "tune",
2     function( playerid )
3     {
4         if( isPlayerInVehicle( playerid ) )
5         {
6             local vehicleid = getPlayerVehicle( playerid );
7             if( getVehicleTuningTable( vehicleid ) != 3 )
8             {
9                 setVehicleTuningTable( vehicleid, 3 );
10            }
11            else
12            {
13                sendPlayerMessage( playerid, "You have already tuned your vehicle!" );
14            }
15        }
16    }
17);
```

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