

# setVehicleColour

From Mafia2-Online

## Description

This function is used to set a vehicles colour.

## Parameters

```
(int vehicleid, int r, int g, int b, int r, int g, int b)
```

int vehicleid	The ID of the vehicle you would like to change colours
int r	The red (RGB) of the primary colour to set
int g	The green (RGB) of the primary colour to set
int b	The blue (RGB) of the primary colour to set
int r	The red (RGB) of the secondary colour to set
int g	The green (RGB) of the secondary colour to set
int b	The blue (RGB) of the secondary colour to set

## Example

```
?  
1function playerSpawnEvent( playerid )  
2{  
3    local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );  
4    setVehicleColour( vehicleid, 255, 0, 255, 0, 255, 255 );  
5    return 1;  
6}  
7addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=SetVehicleColour&oldid=218>"

- 
- This page was last modified on 10 November 2015, at 17:23.