

This function is used to retrieve array of all created vehicle ids.

## Syntax

```
?  
larray getVehicles ()
```

## Returns

Array of all created vehicle ids.

## Example

```
?  
1addEventHandler("onScriptExit", function() {  
2    local vehicles = getVehicles();  
3    // call destroyVehicle for every id in array  
4    vehicles.apply(destroyVehicle);  
5});
```

## See Also

- log
- getTickCount
- getPlayerCount
- getMaxPlayers
- getServerName
- date
- getPlayers
- **getVehicles**

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=GetVehicles&oldid=889>"

Categories: Client functions | Server functions

---

- This page was last modified on 22 November 2016, at 01:18.