

# setVehicleTuningTable

From Mafia2-Online

## Description

This function is used to set a vehicles tuning table.

## Parameters

(int vehicleid, int tableid)	
int vehicleid	The ID of the vehicle
int tableid	The ID of the table

## Example

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

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