getVehicleWheelTexture

From Mafia2-Online

Description

This function is used to get a wheels texture.

Parameters

```
(int vehicleid, int wheelid)
```

int vehicleid	The ID of the vehicle
int wheelid	The ID of the wheel to get the texture of

Return Values

- int - The texture ID

Example

```
?
1   addCommandHandler( "wheel",
2       function( playerid )
3       {
4           if( isPlayerInVehicle( playerid ) )
5           {
6               local vehicleid = getPlayerVehicle( playerid );
7
8               if( getVehicleWheelTexture( vehicleid, 0 ) != 11 )
9               {
10                  setVehicleWheelTexture( vehicleid, 0, 11 );
11              }
12              else
13              {
14                  sendPlayerMessage( playerid, "You have already set your vehicles wheel texture!"
15  );
16              }
17          }
18      }
    );
```

Retrieved from "http://wiki.mafia2-online.com/index.php?title=GetVehicleWheelTexture&oldid=210"