getVehicleBeaconLightState

From Mafia2-Online

Description

This function is used to get a vehicle's beacon light state.

Parameters

```
(int vehicleid)
```
  int vehicleid   The ID of the vehicle

Return Values

- bool - The beacon light state (true/false)

Example

```
?
1 function vehicleSpawnEvent( vehicleid )
2 {
3     // If the vehicle has its siren on, turn it off
4     if( getVehicleBeaconLight( vehicleid ) )
5     {
6         setVehicleBeaconLight( vehicleid, false );
7     }
8     return 1;
9 }
10addEventHandler( "onVehicelSpawn", vehicleSpawnEvent );
```

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