

destroyVehicle

From Mafia2-Online

Description

This function is used to destroy (remove) a created vehicle.

Parameters

(int vehicleid)

int vehicleid	The vehicleid to destroy
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Example

```
?
1function playerSpawnEvent( playerid )
2{
3    local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );
4
5    // Destroy the vehicle we just spawned
6    destroyVehicle( vehicleid );
7    return 1;
8}
9addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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