

setVehicleSpeed

From Mafia2-Online

Description

This function is used to set a vehicle's speed

Parameters

```
(int vehicleid, float speedX, float speedY, float speedZ)
```

int vehicleid	The ID of the vehicle
float speedX	The speed on X axis
float speedY	The speed on Y axis
float speedZ	The speed on Z axis

Example

```
?
1 addCommandHandler( "speed",
2     function( playerid )
3     {
4         if( isPlayerInVehicle( playerid ) )
5         {
6             local vehicleid = getPlayerVehicle( playerid );
7             setVehicleSpeed( vehicleid, 10.0,0.0,0.0 );
8         }
9     }
10);
```

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