

onVehicleSpawn

From Mafia2-Online

Description

This event is triggered when a vehicle spawns

Parameters

```
(int vehicleid)
```

int vehicleid	The ID of the vehicle which spawned
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Example

```
?
1 function vehicleSpawnEvent( vehicleid )
2 {
3     local vehicleModel = GetVehicleModel( vehicleid );
4     if( vehicleModel == 42 || vehicleModel == 52 )
5     {
6         // Prevent police cars from spawning
7         destroyVehicle( vehicleid );
8     }
9     return 1;
10}
11addEventHandler ( "onVehicleSpawn", vehicleSpawnEvent );
```

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