

setVehiclePartOpen

From Mafia2-Online

Description

This function is used to set a vehicle part to open.

Parameters

```
(int vehicleid, int partid, bool state)
```

int vehicleid	The ID of the vehicle
int partid	The ID of the part to set open
bool state	The state to set the part (true/false)

Example

```
?  
1function vehicleSpawnEvent( vehicleid )  
2{  
3    setVehiclePartOpen( vehicleid, VEHICLE_PART_HOOD, true );  
4    return 1;  
5}  
6addEventHandler( "onVehicleSpawn", vehicleSpawnEvent );
```

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