

# getVehicleSirenState

From Mafia2-Online

## Description

This function is used to get a vehicles siren state.

## Parameters

(int vehicleid)
int vehicleid      The ID of the vehicle

## Return Values

- bool - The siren state (true/false)

## Example

```
?
1 function vehicleSpawnEvent( vehicleid )
2 {
3     // If the vehicle has its siren on, turn it off
4     if( getVehicleSirenState( vehicleid ) )
5     {
6         setVehicleSirenState( vehicleid, false );
7     }
8     return 1;
9 }
10 addEventHandler( "onVehicle1Spawn", vehicleSpawnEvent );
```

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