getVehicleHornState

From Mafia2-Online

Description

> This function is used to get a vehicles horn state.

Parameters

```
(int vehicleid)
```
    int vehicleid   The ID of the vehicle

Return Values

- bool - The horn state (true/false)

Example

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

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