getIndicatorLightState

This function can be used to get vehicle indicator lights state.

Syntax

```
?
1 bool getIndicatorLightState ( int vehicleid, int indicatorSide )
```

Parameters

1. **vehicleid** - id of created vehicle to set lights for
2. **indicatorSide** - side of the indicator, possible values:
   - **INDICATOR_LEFT**
   - **INDICATOR_RIGHT**

Returns

Boolean result of getting vehicle indicator lights state (true/false).

Example

```
?
1  addCommandHandler("turnleft", function(playerid) {
2      // exit if player is not in a vehicle
3      if ( !isPlayerInVehicle(playerid) ) {
4          return;
5      }
6
7      local vehicleid = getPlayerVehicle(playerid);
8      local prevState = getIndicatorLightState(vehicleid, INDICATOR_LEFT);
9
10     // toggle light state inverting prevState
11     setIndicatorLightState(vehicleid, INDICATOR_LEFT, !prevState);
12 });
```

See Also

- getVehicleLightState
- setVehicleLightState
- **getIndicatorLightState**
- setIndicatorLightState
- getTaxiLightState
- setTaxiLightState

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