

setVehicleBeaconLightState

From Mafia2-Online

Description

This function is used to set a vehicle's beacon light state.

Parameters

(int vehicleid, bool state)	
int vehicleid	The ID of the vehicle
bool state	The state of the beacon light (true/false)

Example

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

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