setVehicleHornState

From Mafia2-Online

Description

This function is used to set a vehicles horn state.

Parameters

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

Example

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

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