

setVehiclePlateText

From Mafia2-Online

Description

This function is used to set a vehicles plate text.

Parameters

| | |
|------------------------------|---|
| (int vehicleid, string text) | |
| int vehicleid | The ID of the vehicle |
| string text | The text you would like to set the plate to (maximum length 6 characters) |

Returns (from version 0.1 RC2)

- true - license plate has been set
- false - failed to set license plate (likely the text is longer than 6 characters)

Example

```
?
1 addCommandHandler( "setplate",
2   function( playerid, plate )
3   {
4       if( plate.len() > 1 )
5       {
6           new vehicleid = getPlayerVehicle( playerid );
7           if( vehicleid != INVALID_ENTITY_ID )
8           {
9               setVehiclePlateText( vehicleid, plate );
10          }
11      }
12  }
13);
```

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