

getVehicleEngineState

From Mafia2-Online

Description

This function is used to return a vehicles engine state.

Parameters

(int vehicleid, bool state)
int vehicleid The ID of the vehicle

Return Values

- bool - The vehicles engine state (on/off - true/false)

Example

```
?  
1 function vehicleSpawnEvent( vehicleid )  
2 {  
3     // Spawn the vehicle with its engine off if the engine is on when it spawns  
4     if( getVehicleEngineState( vehicleid ) )  
5     {  
6         setVehicleEngineState( vehicleid, false );  
7     }  
8     return 1;  
9 }  
10addEventHandler( "onVehicle1Spawn", vehicleSpawnEvent );
```

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