getTaxiLightState

This function can be used to get taxi roof light indicator turned on/off.

Syntax

?
```
1 bool getTaxiLightState ( int vehicleid )
```

Parameters

1. **vehicleid** - id of created vehicle to set taxi light for

Returns

Boolean result of getting taxi roof light (true/false).

Example

?
```
1  addCommandHandler("taxi", 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 = getTaxiLightState(vehicleid);
9
10     // toggles taxi light value, by ignoring prevState
11     setTaxiLightState(vehicleid, !prevState);
12 });
```

See Also

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

Retrieved from "http://wiki.mafia2-online.com/index.php?title=GetTaxiLightState&oldid=773"

Categories: Client functions │ Server functions

- This page was last modified on 5 November 2016, at 22:42.