

createVehicle

From Mafia2-Online

Description

This function is used to create a vehicle at a 3D position.

Parameters

```
(int model, float x, float y, float z, float rx, float ry, float rz)
```

int model	The model ID of the vehicle you would like to create
float x	The X position to create the vehicle at
float y	The Y position to create the vehicle at
float z	The Z position to create the vehicle at
float rx	The RX (rotation) position to create the vehicle at
float ry	The RY (rotation) position to create the vehicle at
float rz	The RZ (rotation) position to create the vehicle at

Return Values

- int - vehicleid which was created

Example

```
?  
1function playerSpawnEvent( playerid )  
2{  
3    local vehicleid = createVehicle( 0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0 );  
4    putPlayerInVehicle( playerid, vehicleid, 0 );  
5    return 1;  
6}  
7addEventHandler ( "onPlayerSpawn", playerSpawnEvent );
```

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