

setIndicatorLightState

Shared function

This function can be used to set vehicle indicator lights turned on/off.

Syntax

```
?  
lbool setIndicatorLightState ( int vehicleid, int indicatorSide, bool lightState )
```

Parameters

1. **vehicleid** - id of created vehicle to set lights for
2. **indicatorSide** - side of the indicator, possible values:
 - **INDICATOR_LEFT**
 - **INDICATOR_RIGHT**
3. **lightState** - is lights are turned on (true), or off (false)

Returns

Boolean result of setting vehicle indicator lights (true/false).

Example

```
?  
1 addCommandHandler("turnleft", 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 = getIndicatorLightState(vehicleid, INDICATOR_LEFT);  
9  
10    // toggle light state inverting prevState  
11    setIndicatorLightState(vehicleid, INDICATOR_LEFT, !prevState);  
12});
```

See Also

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

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