

# getPlayerVehicle

From Mafia2-Online

## Description

This function is used to return the players current vehicle.

## Parameters

(int playerid)
int playerid      The ID of the player

## Return Values

- int - vehicleid or INVALID\_ENTITY\_ID

## Example

```
?
1 addCommandHandler( "fix",
2     function( playerid )
3     {
4         if( isPlayerInVehicle( playerid ) )
5         {
6             local vehicleid = getPlayerVehicle( playerid );
7             repairVehicle( vehicleid );
8         }
9     }
10);
```

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