

setVehicleSirenState

From Mafia2-Online

Description

This function is used to set a vehicles siren state.

Parameters

| | |
|-----------------------------|-------------------------------------|
| (int vehicleid, bool state) | |
| int vehicleid | The ID of the vehicle |
| bool state | The state of the siren (true/false) |

Example

```
?  
1function vehicleSpawnEvent( vehicleid )  
2{  
3    setVehicleSirenState( vehicleid, true );  
4    return 1;  
5}  
6addEventHandler( "onVehicleSpawn", vehicleSpawnEvent );
```

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=SetVehicleSirenState&oldid=194>"

-
- This page was last modified on 10 November 2015, at 16:40.