

isVehicleWindowOpen

From Mafia2-Online

Description

This function is used to check if a vehicles window is open or not.

Parameters

(int vehicleid, int seatid)	
int vehicleid	The ID of the vehicle
int seatid	The ID of the seat

Example

```
?  
1 function vehicleSpawnEvent( vehicleid )  
2 {  
3     // If the window at seat 1 is not open, open it  
4     if( isVehicleWindowOpen( vehicleid, 1 ) )  
5     {  
6         setVehicleWindowOpen( vehicleid, 1, true );  
7     }  
8     return 1;  
9 }  
10addEventHandler( "onVehicle1Spawn", vehicleSpawnEvent );
```

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=IsVehicleWindowOpen&oldid=202>"

-
- This page was last modified on 10 November 2015, at 16:48.