setVehicleDirtLevel

From Mafia2-Online

Description

This function is used to set a vehicles dirt level.

Parameters

(int vehicleid, float level)	
int vehicleid	The ID of the vehicle
float level	The level of dirt to set

Example

```
?
1 function vehicleSpawnEvent( vehicleid )
2 {
3     setVehicleDirtLevel( vehicleid, 0.0 );
4     return 1;
5 }
6 addEventHandler( "onVehicelSpawn", vehicleSpawnEvent );
```

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- This page was last modified on 10 November 2015, at 16:23.