getVehicleLightState

This function can be used to get current state vehicle lights. They can be either turned on or off.

Syntax

```
?
bool getVehicleLightState ( int vehicleid )
```

Parameters

1. **vehicleid** - id of created vehicle to get lights state for

Returns

Boolean result of vehicle current lights state (true/false).

Example

```
?
1  addCommandHandler("islights", 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
9      // get state and send message
10     sendPlayerMessage(playerid, "In case you didn't notice, current lights state is: " +
11         getVehicleLightState(vehicleid).tostring()
12     );
13 });
```

See Also

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

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- This page was last modified on 5 November 2016, at 22:35.