

setVehicleEngineState

From Mafia2-Online

Description

This function is used to set turn a vehicles engine on or off.

Parameters

(int vehicleid, bool state)	
int vehicleid	The ID of the vehicle
bool state	The state of the engine (on/off - true/false)

Example

```
?  
1function vehicleSpawnEvent( vehicleid )  
2{  
3    // Spawn the vehicle with its engine off  
4    setVehicleEngineState( vehicleid, false );  
5    return 1;  
6}  
7addEventHandler( "onVehicle1Spawn", vehicleSpawnEvent );
```

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