setTaxiLightState

This function can be used to set taxi roof light indicator turned on/off.

Syntax

?
```
1 bool setTaxiLightState ( int vehicleid, bool lightState )
```

Parameters

1. **vehicleid** - id of created vehicle to set taxi light for
2. **lightState** - is taxi roof light are turned on (true), or off (false)

Returns

Boolean result of setting taxi roof light (true/false).

Example

?
```
1  addCommandHandler("taxi", 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      local prevState = getTaxiLightState(vehicleid);
9
10     // toggles taxi light value, by ignoring prevState
11     setTaxiLightState(vehicleid, !prevState);
12 });
```

See Also

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

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