

setVehicleLightState

Shared function

This function can be used to set vehicle lights turned on/off.

Syntax

```
?  
lbool setVehicleLightState ( int vehicleid, bool lightState )
```

Parameters

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

Returns

Boolean result of setting vehicle lights (true/false).

Example

```
?  
1 addCommandHandler("lights", function(playerid, state) {  
2     // exit if player is not in a vehicle  
3     if ( !isPlayerInVehicle(playerid) ) {  
4         return;  
5     }  
6  
7     local vehicleid = getPlayerVehicle(playerid);  
8  
9     // set true if state contains string "true", other cases -> false  
10    setVehicleLightState(vehicleid, (state == "true"));  
11});
```

See Also

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

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=SetVehicleLightState&oldid=768>"

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