

setVehicleWindowOpen

From Mafia2-Online

Description

This function is used to set a vehicle window open/closed.

Parameters

```
(int vehicleid, int seatid, bool state)
```

<code>int vehicleid</code>	The ID of the vehicle
<code>int seatid</code>	The ID of the seat
<code>int state</code>	The state of the window (true/false)

Example

```
?  
1function vehicleSpawnEvent( vehicleid )  
2{  
3    setVehicleWindowOpen( vehicleid, 1, true );  
4    return 1;  
5}  
6addEventHandler( "onVehicleSpawn", vehicleSpawnEvent );
```

Retrieved from "<http://wiki.mafia2-online.com/index.php?title=SetVehicleWindowOpen&oldid=201>"

-
- This page was last modified on 10 November 2015, at 16:46.