

setGear



Introduced in	
Version:	1.68
Description	
Description:	Selects the currently active gear for a vehicle. Note: Only works for vehicles which have gearboxes implemented.
Syntax	
Syntax:	vehicle setGear gear
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle equipped with a gearbox.gear: Number - Gear index. Range depends on the vehicle (out of range values are ignored).
Return Value:	Nothing
Alternative Syntax	
Syntax:	vehicle setGear [gear,mode]
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle equipped with a gearbox.gear: Number - Gear index. Range depends on the vehicle (out of range values are ignored).mode: String - Gear shift mode. Can be:<ul style="list-style-type: none">"SHIFT": Shifts into selected gear."GEAR": Sets the gear directly in the gearbox, but gets overridden immediately by the engine, and has no real effect."TRANS": Shifts transmission gear.
Return Value:	Nothing
Examples	
Examples:	<pre>car1 setGear 1; car1 setGear [2,"SHIFT"];</pre>
Additional Information	
See also:	getGear
Multiplayer:	
Problems:	

Notes

