DetachTrailerFromVehicle

This function detaches an already attached trailer from a vehicle.

Syntax

```
bool detachTrailerFromVehicle ( vehicle theVehicle [, vehicle theTrailer = nil ] )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:detachTrailer(...)*

Required Arguments

- **theVehicle**: The vehicle you wish to detach a trailer from.

Optional Arguments

- **theTrailer**: The trailer you wish to be detached.

> **Note:** If 'theTrailer' is specified, it will only detach if this matches. If it is not specified, any trailer attached to 'theVehicle' will be detached.

Returns

Returns 'true' if the vehicle's were successfully detached, 'false' otherwise.