IsTrainDerailable

This function will check if a train or tram is derailable.

Syntax

```
bool isTrainDerailable ( vehicle vehicleToCheck )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:isDerailable(...)*
> **Variable**: *.derailable*
> **Counterpart**: *setTrainDerailable*

Required Arguments

* **vehicleToCheck:** The vehicle you wish to check.

Returns

Returns *true* if the train is derailable, *false* otherwise.