

SetVehicleLandingGearDown

This function is used to set the landing gear state of certain vehicles.

Syntax

```
bool setVehicleLandingGearDown ( vehicle theVehicle, bool gearState )
```

Required Arguments

- **theVehicle:** The vehicle of which you wish to set the landing gear state.
- **gearState:** A bool representing the state of the landing gear. *true* represents a collapsed landing gear, while *false* represents a disabled landing gear.

Returns

Returns *true* if the landing gear was set successfully, *false* otherwise.