FixVehicle

This function will set a vehicle's health to full and fix its damage model. If you wish to only change the vehicle's health, without affecting its damage model, use setElementHealth.

Syntax

```
bool fixVehicle ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

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

Required Arguments

- **theVehicle:** the vehicle you wish to fix

Returns

Returns *true* if the vehicle was fixed, *false* if **theVehicle** is invalid.