

# IsVehicleFuelTankExplodable

This will tell you if a vehicle's petrol tank is explodable.

## Syntax

```
bool isVehicleFuelTankExplodable ( vehicle theVehicle )
```

## Required Arguments

- **theVehicle:** The vehicle that you want to obtain the fuel tank status of.

## Returns

Returns *true* if the specified vehicle is valid and its fuel tank is explodable, *false* otherwise.