GetHeliBladeCollisionsEnabled

This function gets the state of the helicopter blades collisions on the specified vehicle.

Syntax

```
bool getHeliBladeCollisionsEnabled ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:areHeliBladeCollisionsEnabled(...)*
> **Variable**: *.heliBladeCollisionsEnabled*
> **Counterpart**: *setHeliBladeCollisionsEnabled*

Required Arguments

- **theVehicle:** The vehicle that will be checked.

Returns

Returns *true* if the collisions are enabled for specified vehicle, *false* if the collisions aren't enabled for the specified vehicle, if the vehicle is not a helicopter or if invalid arguments are specified.