IsObjectMoving

This function checks if an object is moving.

Syntax

```
bool isObjectMoving ( object theObject )
```

OOP Syntax Help! I don't understand this!

> **Method**: *object:isMoving(...)*
> **Variable**: *.moving*

Required Arguments

- **theObject:** The object element.

Returns

- Returns *true* if the object is moving, *false* otherwise.