

SetTrainDirection

Sets the direction in which a train or tram drives over the rails (clockwise or counterclockwise).

Syntax

```
bool setTrainDirection ( vehicle train, bool clockwise )
```

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:setDirection(...)*
- Variable:** *.direction*
- Counterpart:** *getTrainDirection*

Required Arguments

- **train:** the train whose direction to change.
- **clockwise:** if *true*, will make the train go clockwise. If *false*, makes it go counterclockwise.

Returns

Returns *true* if successful, *false* otherwise.