

SetHeliBladeCollisionsEnabled

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

Syntax

```
bool setHeliBladeCollisionsEnabled ( vehicle theVehicle, bool collisions )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setHeliBladeCollisionsEnabled(...)*

Variable: *.heliBladeCollisionsEnabled*

Counterpart: *getHeliBladeCollisionsEnabled*

Required Arguments

- **theVehicle:** The helicopter that will have the blades collisions set.
- **collisions:** The state of the helicopter blades collisions.

Returns

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