

GetVehicleComponentVisible

ADDED/UPDATED IN VERSION 1.3.1 r4715:

This function get component visibility for vehicle.

Syntax

`bool getVehicleComponentVisible (vehicle theVehicle, string theComponent)`

OOP Syntax [Help! I don't understand this!](#)

Method: *vehicle:getComponentVisible(...)*
Counterpart: *setVehicleComponentVisible*

Required Arguments

- **theVehicle:** The vehicle you wish to get component visibility of.
- **theComponent:** A vehicle component (this is the frame name from the model file of the component you wish to modify)

Returns

Returns a *bool* indicating the visible state of the component.