

# IsTrainDerailed

This function will check if a train or tram is derailed.

## Syntax

bool isTrainDerailed ( vehicle vehicleToCheck )

**OOP Syntax** Help! I don't understand this!

**Method:** *vehicle:isDerailed(...)*

**Variable:** *.derailed*

**Counterpart:** *setTrainDerailed*

## Required Arguments

- **vehicleToCheck:** the vehicle that you wish to check is derailed.

## Returns

Returns *true* if the train is derailed, *false* if the train is still on the rails