

SetTrainDerailed

This function will set a train or tram as derailed.

Syntax

```
bool setTrainDerailed ( vehicle vehicleToDerail, bool derailed )
```

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:setDerailed(...)*
- Variable:** *.derailed*
- Counterpart:** *isTrainDerailed*

Required Arguments

- **vehicleToDerail:** The vehicle that you wish to derail.
- **derailed:** whether the train is derailed.

Returns

Returns *true* if the state was successfully set