IsVehicleOnGround

Checks to see if a vehicle has contact with the ground.

> **Note:** This function has a few issues, see below. Consider using the clientside function isVehicleWheelOnGround instead.

Syntax

```
bool isVehicleOnGround ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:isOnGround(...)*
> **Variable**: *.onGround*

Required Arguments

- **theVehicle:** The vehicle you wish to check.

Returns

Returns *true* if vehicle is on the ground, *false* if it is not.