SetTrainDerailable

This function will set a train or tram as derailable. This is, if it can derail when it goes above the maximum speed.

Syntax

```
bool setTrainDerailable ( vehicle derailableVehicle, bool derailable )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:setDerailable(...)*
> **Variable**: *.derailable*
> **Counterpart**: *isTrainDerailable*

Required Arguments

- **derailableVehicle:** The vehicle that you wish to set derailable.
- **derailable:** whether the train or tram is derailable. *True as derailable, False as non-derailable.*

Returns

Returns *true* if the state was successfully set, *false* otherwise.