

IsObjectBreakable

ADDED/UPDATED IN VERSION 1.6.0 r21765:

Added also as a server-side function. Previously only available as a client-side function.

This function checks if an object / model ID is breakable.

Syntax

```
bool isObjectBreakable ( object theObject / int modelId )
```

OOP Syntax Help! I don't understand this!

- Method:** *object:isBreakable(...)*
- Variable:** *.breakable*
- Counterpart:** *setObjectBreakable*

Required Arguments

- theObject / modelId:** The object / model ID that's being checked.

Returns

- true* if the object is breakable.
- false* if the object is not breakable.