IsVehicleLocked

This will tell you if a vehicle is locked.

Syntax

```
bool isVehicleLocked ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:isLocked(...)*
> **Variable**: *.locked*
> **Counterpart**: *setVehicleLocked*

Required Arguments

- **theVehicle:** The vehicle that you want to obtain the locked status of.

Returns

Returns *true* if the vehicle specified is locked, *false* if is unlocked or the vehicle specified is invalid.