

IsPickupSpawned

This function checks if a pickup is currently spawned (is visible and can be picked up) or not (a player picked it up recently).

Syntax

```
bool isPickupSpawned ( pickup thePickup )
```

Required Arguments

- **thePickup:** the pickup you want to check.

Returns

Returns *true* if the pickup is spawned, *false* if it's not spawned or an invalid pickup was specified.