SetTrainSpeed

Sets the on-track speed of a train.

Syntax

```
bool setTrainSpeed ( vehicle train, float speed )
```

OOP Syntax Help! I don't understand this!

> **Method**: *vehicle:setTrainSpeed(...)*
> **Variable**: *.trainSpeed*
> **Counterpart**: *getTrainSpeed*

Required Arguments

- **train:** the train whose speed to change.
- **speed:** the new on-track speed of the train. A positive value will make it go clockwise, a negative value counter clockwise.

Returns

Returns *true* if successful, *false* otherwise.