IsVehicleBlown

This function allows you to determine whether a vehicle is blown or still intact.

Syntax

```
bool isVehicleBlown ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

>**Method**: *vehicle:isBlown(...)*
>**Variable**: *.blown*
>**Counterpart**: *blowVehicle*

Required Arguments

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

Returns

Returns *true* if the vehicle specified has blown up, *false* if it is still intact or the vehicle specified is invalid.