

IsTrainChainEngine

This function checks if a train is a chain engine (moves the rest of the chain's carriages) or not.

Syntax

```
bool isTrainChainEngine ( vehicle theTrain )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:isTrainChainEngine(...)*
Variable: *.chainEngine*

Arguments

- **theTrain:** a train to check if it's a chain engine or not.

Returns

- *true* if a train was passed to the function and if it's a chain engine.
- *false* otherwise.