

# GetVehicleLandingGearDown

This function is used to check whether a vehicle's landing gear is down or not. Only planes can be used with this function.

## Syntax

```
bool getVehicleLandingGearDown ( vehicle theVehicle )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *vehicle:getLandingGearDown(...)*

**Variable:** *.landingGearDown*

**Counterpart:** *setVehicleLandingGearDown*

## Required Arguments

- **theVehicle:** the vehicle of which you wish to check the landing gear state.

## Returns

Returns *true* if landing gear is down, *false* if the landing gear is up.  
Returns *nil* if the vehicle has no landing gear, or is invalid.