

GetTrainDirection

Gets the direction in which a train is driving (clockwise or counterclockwise).

Syntax

bool getTrainDirection (vehicle train)

OOP Syntax [Help! I don't understand this!](#)

Method: *vehicle:getDirection(...)*

Variable: *.direction*

Counterpart: *setTrainDirection*

Required Arguments

- **train:** the train of which to get the driving direction.

Returns

Returns *true* if the train is driving clockwise on the train track, *false* if it is going counterclockwise or a failure occurred.