

GetVehicleWheelStates

This function returns the current states of all the wheels on the vehicle.

No vehicles have more than 4 wheels, if they appear to they will be duplicating other wheels.

Syntax

```
int, int, int, int getVehicleWheelStates ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getWheelStates(...)*
Counterpart: *setVehicleWheelStates*

Required Arguments

- **theVehicle:** A handle to the vehicle that you wish to know the wheel states of.

Returns

Returns 4 ints indicating the states of the wheels (front left, rear left, front right, rear right). These values can be:

- **0:** Inflated
- **1:** Flat
- **2:** Fallen off
- **3:** Collisionless