

GetVehicleWheelFrictionState

This function returns the current wheel friction state of the vehicle.

Syntax

```
int getVehicleWheelFrictionState ( vehicle theVehicle, int wheel )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:getWheelFrictionState(...)*

Required Arguments

- **theVehicle:** The vehicle that you wish to get the wheel friction state.
- **wheel:** The wheel you want to check. (0: front left, 1: rear left, 2: front right, 3: rear right)

Returns

Returns a int indicating the wheel friction state. This value can be:

- **0:** Normal friction
- **1:** Slip with acceleration (only for driving wheels)
- **2:** Slip without acceleration
- **3:** Locked wheel (on brake or handbrake).