

IsVehicleWheelOnGround

This function returns a boolean whether the vehicle's wheel is on ground (true) or in air (false).

Note: In vehicles with 3 wheels, the wheels are combined 2 in 1, in motorbikes only the left - "front_left" and "rear_left"

Syntax

```
bool isVehicleWheelOnGround ( vehicle theVehicle, string/int wheel )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:isWheelOnGround(...)*

Required Arguments

- **theVehicle** The vehicle, which you want to check.
- **wheel** The wheel name or number, see list below:
 - "front_left" or 0
 - "rear_left" or 1
 - "front_right" or 2
 - "rear_right" or 3

Returns

Returns *true* if the vehicle wheel is on ground/collided, *false* otherwise.