

SetVehicleFuelTankExplodable

This function changes the 'explodable state' of a vehicle's fuel tank, which toggles the ability to blow the vehicle up by shooting the tank. This function will have no effect on vehicles with tanks that cannot be shot in single player.

Syntax

```
bool setVehicleFuelTankExplodable ( vehicle theVehicle, bool explodable )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle:setFuelTankExplodable(...)*

Required Arguments

- **theVehicle:** The vehicle you wish to change the fuel tank explodable state of.
- **explodable:** A boolean value representing whether or not the fuel tank will be explodable.

Returns

Returns *true* if the vehicle's fuel tank explodable state was successfully changed, *false* otherwise.