

GetVehicleDoorOpenRatio

This function tells you how open a door is (the 'open ratio'). Doors include boots/trunks and bonnets on vehicles that have them.

Syntax

```
float getVehicleDoorOpenRatio ( vehicle theVehicle, int door )
```

OOP Syntax Help! I don't understand this!

Method: *vehicle: getDoorOpenRatio(...)*
Counterpart: *setVehicleDoorOpenRatio*

Required Arguments

- **theVehicle:** The vehicle that you wish to get the door open ratio of.
- **door:** A whole number, 0 (hood), 1 (trunk), 2 (front left), 3 (front right), 4 (rear left), 5 (rear right)

Returns

Returns a number between 0 and 1 that indicates how open the door is. 0 is closed, and 1 is fully open. Returns *false* if invalid arguments are passed.