GetVehicleEngineState

This function returns a vehicle's engine state (on or off).

Syntax

```
bool getVehicleEngineState ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

>**Method**: *vehicle:getEngineState(...)*
>**Variable**: *.engineState*
>**Counterpart**: *setVehicleEngineState*

Required Arguments

- **theVehicle**: the vehicle you wish to get the engine state of.

Returns

Returns **true** if the vehicle's engine is started, **false** otherwise.