

# GetVehiclePanelState

This function returns the current state of a specifed panel on the vehicle. A vehicle can have up to 7 panels.

## Syntax

```
int getVehiclePanelState ( vehicle theVehicle, int panel )
```

**OOP Syntax** Help! I don't understand this!

**Method:** *vehicle:getPanelState(...)*  
**Counterpart:** *setVehiclePanelState*

## Required Arguments

- **theVehicle:** the vehicle that you wish to know the panel state of.
- **panel:** an *integer* specifying the panel you want to know the state of. Not every vehicle has every panel. Possible values are:
  - **0:** Front-left panel
  - **1:** Front-right panel
  - **2:** Rear-left panel
  - **3:** Rear-right panel
  - **4:** Windscreen
  - **5:** Front bumper
  - **6:** Rear bumper

## Returns

Returns an int indicating the state of the specified the panel. This is a value between 0 and 3, with 0 indicating the panel is undamaged and 3 indicating it is very damaged.