

BlowVehicle

This function will blow up a vehicle. This will cause an explosion and will kill the driver and any passengers inside it.

Syntax

Server

```
bool blowVehicle ( vehicle vehicleToBlow, [ bool explode=true ] )
```

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:blow(...)*
- Variable:** *.blown*
- Counterpart:** *isVehicleBlown*

Required Arguments

- **vehicleToBlow:** the vehicle that you wish to blow up.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **explode:** if this argument is *true* then the vehicle will explode, otherwise it will just be blown up silently.

Client

```
bool blowVehicle ( vehicle vehicleToBlow )
```

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:blow(...)*

Required Arguments

- **vehicleToBlow:** the vehicle that you wish to blow up.

Returns

Returns *true* if the vehicle was blown up, *false* if invalid arguments were passed to the function.