

IsVehicleDamageProof

This function checks if a vehicle is damage proof (set with setVehicleDamageProof).

Syntax

```
bool isVehicleDamageProof ( vehicle theVehicle )
```

OOP Syntax Help! I don't understand this!

- Method:** *vehicle:isDamageProof(...)*
- Variable:** *.damageProof*
- Counterpart:** *setVehicleDamageProof*

Required Arguments

- **theVehicle:** the vehicle whose invincibility status we want to check.

Returns

Returns *true* if the vehicle is damage proof, *false* if it isn't or if invalid arguments were passed.