

# GetVehicleDoorState

This function returns the current state of the specified door on the vehicle.

## Syntax

```
int getVehicleDoorState ( vehicle theVehicle, int door )
```

**OOP Syntax** [Help! I don't understand this!](#)

**Method:** *vehicle: getDoorState(...)*  
**Counterpart:** *setVehicleDoorState*

## Required Arguments

- **theVehicle:** the vehicle you want to get the door status of.
- **door:** a whole number representing which door to get the status of. Valid values are:
  - **0:** Hood
  - **1:** Trunk
  - **2:** Front left
  - **3:** Front right
  - **4:** Rear left
  - **5:** Rear right

## Returns

If successful, one of the following integers will be returned:

- **0:** Shut, intact (also returned if the door does not exist)
- **1:** Ajar, intact
- **2:** Shut, damaged
- **3:** Ajar, damaged
- **4:** Missing