

# SetVehicleDamageProof

This functions makes a vehicle damage proof, so it won't take damage from bullets, hits, explosions or fire. A damage proof's vehicle health can still be changed via script.

## Syntax

```
bool setVehicleDamageProof ( vehicle theVehicle, bool damageProof )
```

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

**Method:** *vehicle:setDamageProof(...)*

**Variable:** *.damageProof*

**Counterpart:** *isVehicleDamageProof*

## Required Arguments

- **theVehicle:** The vehicle you wish to make damage proof.
- **damageProof:** *true* is damage proof, *false* is damageable.

## Returns

Returns *true* if the vehicle was set damage proof succesfully, *false* if the arguments are invalid or it failed.