

# SetVehicleDoorsUndamageable

This function makes a vehicle's doors undamageable, so they won't fall off when they're hit. Note that the vehicle **has** to be locked using setVehicleLocked for this setting to have any effect.

## Syntax

```
bool setVehicleDoorsUndamageable ( vehicle theVehicle, bool state )
```

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

**Method:** *vehicle:setDoorsUndamageable(...)*

**Variable:** *.doorsUndamageable*

## Required Arguments

- **theVehicle:** The vehicle of which you wish to set the car door damageability.
- **state:** A boolean denoting whether the vehicle's doors are undamageable (*true*) or damageable (*false*).

## Returns

Returns *true* if the damageability state was successfully changed, *false* if invalid arguments were passed.