

isDrivingOn



Introduced in	
Version:	1.50
Description	
Description:	Checks whether the specified vehicle is currently on top of another vehicle (for example, a trailer). Note: Only works with PhysX vehicles.
Syntax	
Syntax:	isDrivingOn vehicle
Parameters:	<ul style="list-style-type: none">vehicle: Object - PhysX vehicle to check.
Return Value:	Boolean - If true , then on top of another vehicle
Examples	
Examples:	<pre>_loaded = isDrivingOn tank1</pre>
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes