

# getGear



<b>Introduced in</b>	
<b>Version:</b>	1.31
<b>Description</b>	
<b>Description:</b>	Returns the gear a vehicle is currently in.  For vehicles that do not have selectable gears implemented (no <code>complexGearbox</code> class defined), the returned gear is calculated, based on the RPM, and returns: 0: reverse, 1: neutral, 2: first forward gear, and so on.  For vehicles that have selectable gears, negative values are reverse, 0 are neutral, and positive are forward gears. For example, -2: 2nd Reverse, -1: 1st Reverse, 0: neutral, 1: 1st Forward, 2: 2nd Forward, and so on (the range depends on what is defined for the specific vehicle).
<b>Syntax</b>	
<b>Syntax:</b>	<code>getGear vehicle</code>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>vehicle: <a href="#">Object</a> - Vehicle to check.</li></ul>
<b>Return Value:</b>	<a href="#">Number</a> - Current gear.
<b>Alternative Syntax</b>	
<b>Syntax:</b>	<code>getGear [vehicle, mode]</code> (V1.68+ and V2.08+)
<b>Parameters:</b>	<ul style="list-style-type: none"><li>vehicle: <a href="#">Object</a> - Vehicle to check.</li><li>mode: <a href="#">String</a> - Gear information to return. Can be:<ul style="list-style-type: none"><li>"SHIFT": Returns a manually selected gear.</li><li>"GEAR": Returns the gear used by the gearbox. It should differ from shifted gear for semi-automatic gearboxes. For example, if you shift into 5th gear from 2nd gear, this mode returns 2.</li><li>"TRANS": Returns the transmission gear - 0 means 1st transmission gear, 1 means 2nd transmission gear, and so on. If the vehicle is not using a transmission gearbox, it always returns 0, as if it had just one gear ratio (1:1).</li></ul></li></ul>
<b>Return Value:</b>	<a href="#">Number</a> - Gear information as specified in <code>mode</code> .
<b>Examples</b>	
<b>Examples:</b>	<pre>_gear = getGear car1 _selected = getGear [car1,"SHIFT"]</pre>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">setGear</a> , <a href="#">getRpm</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes

