

Checking the State of an object

The *InState* function checks if a particular object is in the state with the given name:

```
InState(in object : any[1], in stateName : String[1]): Boolean[1]
```

Both arguments of the function are required. For example:

```
if (InState(ccobj, "Operating")) {  
    force = ccForce;  
} else {  
    force = acc * 2;  
}
```