fn_vbsCon_civ_setTrafficDebug

Introduced in

Version:	18.1.0

Description

Description:	Enables / disables traffic debug visualization. **Note:** This SQF function only works with civilian vehicles created, using the Control AI - Civilian Editor Object. The traffic debug visualization consists of the following five parts, which can be enabled separately: • `"shape"` - Displays the collision shape of the junction. • `"entities"` - Displays the intent of vehicles or pedestrians interacting with junctions. • `"trafficLightAreas"` - Displays the areas, where traffic lights are expected. • `"trafficLightAssignment"` - Displays which traffic lights are assigned to what roads or crosswalks. • `"connections"` - Displays valid paths to pass through the junction, and whether these paths are free, in use, or blocked.

Syntax

Syntax:	options call **fn_vbsCon_civ_setTrafficDebug**
Parameters:	• `options`: Array of String - Contains the visualization options to enable. To enable all the options, use `"all"`; or `"none"`, to disable all of them.
Return Value:	Nothing

Warning

When using functions in VBS versions **older than 3.4**, certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that **#include "\vbs2\headers\function_library.hpp"** has to be included in every script that utilizes it. More Category VBS Scripting Functions.

Examples

Examples:	`["connections", "entities"] call fn_vbsCon_civ_setTrafficDebug`
	
	`["all"] call fn_vbsCon_civ_setTrafficDebug`
	
	`["none"] call fn_vbsCon_civ_setTrafficDebug`

Additional Information

See also:	
Multiplayer:	
Problems:	

Notes