

# fn\_vbs\_putUnitsInVehicle



<b>Introduced in</b>	
Version:	3.7
<b>Description</b>	
Description:	Moves the specified units into a vehicle. Seats are assigned in the following order: driver, gunner, cargo. Any occupied or <a href="#">setBlockedSeat</a> seats are skipped.
<b>Syntax</b>	
Syntax:	[vehicle, units] call <b>fn_vbs_putUnitsInVehicle</b>
Parameters:	<ul style="list-style-type: none"><li>vehicle: <a href="#">Object</a> - The vehicle to occupy.</li><li>units: <a href="#">Array of Object</a> - The units which should be moved in.</li></ul>
Return Value:	<a href="#">Array of Object</a> - If more units were passed than fit into the vehicle, the leftover units will be returned in this array. Otherwise an empty array is returned.

<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
Examples:	<code>_left = [truck1, [soldier1,soldier2,soldier3]] call fn_vbs_putUnitsInVehicle</code>
<b>Additional Information</b>	
See also:	<a href="#">fn vbs moveIn</a> , <a href="#">fn vbs createVehicle</a> , <a href="#">fn vbs fillCrewPositions</a>
Multiplayer:	
Problems:	

## Notes