

fn_tow_stopRopeTow



Introduced in	
Version:	17.2.0
Description	
Description:	Terminates the rope towing connection between specific vehicle points.
Syntax	
Syntax:	[parentConnection, childConnection, exceptions] call fn_tow_stopRopeTow
Parameters:	<ul style="list-style-type: none">parentConnection: Array - [parentVeh, parentMemPoint] - Parent connection data. Use fn tow getRopeTowConnections to find out possible values:<ul style="list-style-type: none">parentVeh: Object - Parent vehicle.parentMemPoint: String - Name of memory point that the rope is connected to.childConnection: Array - [childVeh, childMemPoint] - Child connection data. Use fn tow getRopeTowConnections to find out possible values:<ul style="list-style-type: none">childVeh: Object - Child vehicle.childMemPoint: String - Name of memory point that the rope is connected to.exceptions: Boolean - (Optional) Determines whether the code should throw an exception upon an error (default: false).
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 <code>#include "vbs2\headers\function_library.hpp"</code> has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	<p>Stop connection between specific points of vehicle1 and vehicle2:</p> <pre>[[vehicle1, "tieDown_2_1"], [vehicle2, "tieDown_1_1"]] call fn_tow_stopRopeTow</pre> <p>Stop connection between specific points of vehicle1 and vehicle2, print exceptions using hint:</p> <pre>try {[vehicle1, "tieDown_2_1"], [vehicle2, "tieDown_1_1"], true} call fn_tow_stopRopeTow} catch {hintC str_exception}</pre>
Additional Information	
See also:	fn tow towParent , fn tow towChild , fn tow canTow , fn tow canHitch , fn tow startTow , fn tow startHitch , fn tow startRopeTow , fn tow stopTow , fn tow stopHitch , fn tow getRopeTowConnections , fn tow getAvailableTowPoints , fn tow setPointLocked
Multiplayer:	Can be applied to remote objects, the locality of the arguments does not matter.
Problems:	

Notes