

fn_tow_stopTow



Introduced in	
Version:	17.2.0
Description	
Description:	Terminates towing between parent and child vehicles.
Syntax	
Syntax:	[parent, child, type, mode, spawned] call fn_tow_stopTow
Parameters:	<ul style="list-style-type: none">parent: Object - Parent vehicle / object to tow with.child: Object - (Optional) Child vehicle / object to disconnect (default: objNull - automatic).type: String - (Optional) Enforce towing method to use (default: "" - automatic).mode: Number - (Optional) Determines the mode for custom towing. The supported values are: 0 - timed, 1 - instant (default: 0 - timed).spawned: Boolean - (Optional) Determines whether the function is safe for running timed code, including waitUntil and sleep (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 #include "vbs2\headers\function_library.hpp" has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	Make vehicle1 stop towing whatever child it has: <pre>[vehicle1] call fn_tow_stopTow</pre> Make vehicle1 stop towing vehicle2: <pre>[vehicle1,vehicle2] call fn_tow_stopTow</pre> Make vehicle1 stop towing vehicle2 instantly: <pre>[vehicle1, vehicle2, "", 1] call fn_tow_stopTow</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 stopHitch , fn tow stopRopeTow , 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