

civilian



Introduced in	
Version:	1.00
Description	
Description:	Predefined variable for the civilian side. When used in a format statement (<code>hint format ["%1", civilian]</code>), the returned string is "CIV". Empty vehicles, objects, and dead soldiers are on the civilian side.
Syntax	
Syntax:	<code>civilian</code>
Parameters:	
Return Value:	Side-2
Examples	
Examples:	<pre>if ((side _unit)==civilian) then {hint "This is a civilian unit!"}</pre>
Additional Information	
See also:	side , west , east , resistance
Multiplayer:	
Problems:	

Notes