fn_vbs_towing

VBS2
1.46

AG EG
Global Global

Description

Description:	All-in-one function for DROPS scripts:* mode 0: check •• arguments: [0, towing_vehicle, towed_vehicle] • what it does: • check if it is already towing something • check if there's a vehicle close enough (< 20m) • check if towed_vehicle is already towing towing_vehicle • check if there's a vehicle between them • check if the vehicle is towed_vehicle • returns true if all checks are passed • mode 1: start towing • arguments: [1, towing_vehicle, towed_vehicle, towMode] • towMode is optional: "Normal" (std) or "Crossover" • what it does: • runs this script with mode 0 • if okay: start towing • returns true if all checks are passed • mode 2: start towing with given memPoints *** use only with physX vehicles! *** • arguments: [2, towing_vehicle, towed_vehicle, [point_of_towing_veh, point_of_towed_veh]] • what it does: • runs this script with mode 0 • if okay: start towing • returns true if all checks are passed • mode 4: cancel • arguments: [4, towing_vehicle] • what it does: • cancel towing • returns true if un-towing is possibel • mode 8: towing-check • arguments: [8, towing_vehicle] • what it does: • check which vehicle it is towing • returns towed vehicle • mode 16: towed by-check • arguments: [16, towed_vehicle] • what it does: • check by which vehicle it is towed • returns towing vehicle

Syntax

Syntax:	[mode, towing_vehicle, towed_vehicle, more] call **fn_vbs_towing**
Parameters:	• mode: Number - see above • towing_vehicle: Object • more (optional): String or Array - The rack
Return Value:	Boolean or Object

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:	`[1, veh1, veh2] call fn_vbs_towing` Will add a rope between veh1 and veh2, if they're close enough.

Additional Information

See also:	
Multiplayer:	Has global effect, the locality of the arguments does not matter.
Problems:	

Notes