

fn_tow_startHitch



Introduced in	
Version:	17.2.0
Description	
Description:	Initiates trailer towing for given parent and child objects.
Syntax	
Syntax:	[parent, child, mode, exceptions] call fn_tow_startTow
Parameters:	<ul style="list-style-type: none">parent: Object - Parent vehicle / object to tow with.child: Object - Vehicle to be towed.mode: Number - (Optional) Determines the script mode to hitch in. The supported values are: 0 - timed, 1 - instant (default: 0 - timed).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 #include "vbs2\headers\function_library.hpp" has to be included in every script that utilizes it. More Category VBS Scripting Functions .

Examples	
Examples:	Make trailer hitch to tractor: <pre>[tractor, trailer] call fn_tow_startHitch</pre> Make trailer hitch to tractor instantly: <pre>[tractor, trailer, 1] call fn_tow_startHitch</pre> Make trailer hitch to tractor instantly, print exception using hint: <pre>try {[tractor, trailer, 1, true] call fn_tow_startHitch} 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 startRopeTow , fn tow stopTow , 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