

fn_tow_towChild



Introduced in	
Version:	17.2.0
Description	
Description:	Returns the child vehicle that is towed by the given parent vehicle.
Syntax	
Syntax:	[parent] call fn_tow_towChild
Parameters:	<ul style="list-style-type: none">parent: Object - The towing vehicle, for which the child (towed) vehicle is returned.
Return Value:	child - Array : [Object , String]: <ul style="list-style-type: none">Object - Towed vehicle.String - Type of towing. Typical values are: "", "TOWBAR", "CUSTOM", "ROPETOW".

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:	Return vehicle towed by vehicle1: <code>child = [vehicle1] call fn_tow_towChild</code>
Additional Information	
See also:	fn tow towParent , fn tow canTow , fn tow canHitch , fn tow startTow , fn tow startHitch , fn tow startRopeTow , fn tow stopTow , fn tow stopHitch , fn tow stopRopeTow , fn tow getRopeTowConnections , fn tow getAvailableTowPoints , fn tow setPointLocked
Multiplayer:	Can check remote objects, the locality of the arguments does not matter.
Problems:	

Notes