

autoAssignVehicle



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| Introduced in | |
| Version: | 1.40 |
| Description | |
| Description: | Causes a unit to find and enter a new available vehicle position, when used in conjunction with orderGetIn , if the position it is assigned to is now taken (for example, it was temporarily ejected, to make room for some other unit to take its place). The unit must be grouped with the vehicle. |
| Syntax | |
| Syntax: | <code>autoAssignVehicle</code> unit |
| Parameters: | <ul style="list-style-type: none">unit: Object - The unit. |
| Return Value: | Nothing |
| Examples | |
| Examples: | |
| Additional Information | |
| See also: | leaveVehicle , unassignVehicle orderGetIn |
| Multiplayer: | |
| Problems: | |

Notes