

lock



Introduced in	
Version:	1.24
Description	
Description:	Lock vehicle (disable mounting / dismounting) for AI and / or player.
Syntax	
Syntax:	vehicle lock lock
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle that should be locked / unlocked.lock: Boolean - If true, then vehicle is locked, if false it is unlocked.
Return Value:	Nothing
Alternative Syntax	
Syntax:	vehicle lock [lockForPlayer, lockForAll]
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle that should be locked / unlocked.lockForPlayer: Boolean - Determines if the vehicle be locked for the player (true - yes, false - no).lockForAll: Boolean - Determines if the vehicle should be locked for all the units, including the player. If set to true, then <code>lockForPlayer</code> has no effect and no units can get in or out.
Return Value:	Nothing
Examples	
Examples:	<pre>jeep1 lock true jeep1 lock [true, false]</pre>
Additional Information	
See also:	Nothing
Multiplayer:	
Problems:	

Notes

The old syntax doesn't work correctly on AI whose groups change, before they try and complete an order to board a locked vehicle. Where possible try and use the new syntax to avoid this issue.

