

removeAction



Introduced in	
Version:	1.00
Description	
Description:	Remove an action with the given ID index.
Syntax	
Syntax:	unitName removeAction index
Parameters:	<ul style="list-style-type: none">• unitName: Object - Affected unit.• index: Number of Action - Action index.
Return Value:	Nothing
Examples	
Examples:	<code>player removeAction 0</code>
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes

This only removes actions added with the

[addAction](#)

command. You cannot remove default game actions, such as reload and salute, with this command.