

lockCargo



Introduced in	
Version:	2.00
Description	
Description:	Locks one or all cargo positions in a vehicle. A locked position cannot be entered by either the player or an AI unit (even if it is empty). A locked seat can be left, but not reoccupied.
Syntax	
Syntax:	vehicle lockCargo lock
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle whose cargo position to lock / unlock.lock: Boolean - If true, then all the cargo positions are locked, false otherwise.
Return Value:	Nothing
Alternative Syntax	
Syntax:	vehicle lockCargo [index, lock]
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle whose cargo position to lock / unlock.index: Number - Index of cargo position to lock / unlock.lock: Boolean - If true, then the specified cargo position is locked, false otherwise.
Return Value:	Nothing
Examples	
Examples:	<code>jeep1 lockCargo truejeep1 lockCargo [1, false]</code>
Additional Information	
See also:	lockedCargo , lockDriver , lockTurret , lock
Multiplayer:	
Problems:	

Notes

