

unassignVehicle



Introduced in	
Version:	1.00
Description	
Description:	Unassigns a unit from whichever vehicle that unit is currently assigned to. If the unit is currently in that vehicle, the group leader will issue an order to disembark.
Syntax	
Syntax:	<code>unassignVehicle</code> unitName
Parameters:	<ul style="list-style-type: none">unitName: Object
Return Value:	Nothing

Examples	
Examples:	<code>unassignVehicle</code> player { <code>unassignVehicle</code> _x } <code>forEach</code> crew _vehiclename Will make all the occupants of a vehicle disembark
Additional Information	
See also:	assignAsCargo , assignAsCommander , assignAsDriver , assignAsGunner , assignedVehicle
Multiplayer:	
Problems:	

Notes

Posted on August 4, 2006 - 12:05

hardrock

Notes from before the conversion:

Even though:

```
{unassignVehicle \_x} forEach crew vehiclename
```

will make all the occupants of a vehicle disembark, if they are the original crew of the vehicle then they will just get back in again.

To prevent this happening also use [allowGetIn](#) as in the example below:

```
{unassignVehicle \_x} forEach crew vehiclename; crew vehiclename allowGetIn false
```