

forceCrewInOutDriver



Introduced in	
Version:	3.4
Description	
Description:	Defines the turn-out behavior for the driver of a vehicle. This command overrides any actions caused by the setBehaviour command.
Syntax	
Syntax:	vehicle forceCrewInOutDriver turnout
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle with a hatched driver position.turnout: String - Whether driver should turn out or in. Can be:<ul style="list-style-type: none">"OUT": Turn out."IN": Turn in."DEFAULT": Resume default behavior.
Return Value:	Nothing
Alternative Syntax	
Syntax:	forceCrewInOutDriver vehicle
Parameters:	<ul style="list-style-type: none">vehicle: Object - Vehicle with a hatched driver position.
Return Value:	String - Current turn-out behavior ("OUT", "IN", or "DEFAULT").
Examples	
Examples:	<pre>tank1 forceCrewInOutDriver "out" _isOut = (forceCrewInOutDriver tank1 == "OUT")</pre>
Additional Information	
See also:	forceCrewInOut , forceCrewInOutTurrets , isTurnedOut
Multiplayer:	
Problems:	Effect on cargo turrets (cargo seats from which players can use their personal weapons) may be unreliable in some vehicles.

Notes

