

setDriverOverride



Introduced in	
Version:	1.24
Description	
Description:	<p>If set to true, the player can steer their current vehicle, even when they are not the driver.</p> <p>If the player is in a commander position, the audible movement commands can still be heard, but it is the player that drives the vehicle. In <i>V1.50+</i>, the Simulation Option Advanced Gunnery Features has to be enabled for this command to work.</p>
Syntax	
Syntax:	<code>setDriverOverride</code> <i>override</i>
Parameters:	<ul style="list-style-type: none"><i>override</i>: Boolean - If true, <i>override</i>; false otherwise.
Return Value:	Nothing
Examples	
Examples:	<code>setDriverOverride true;</code>
Additional Information	
See also:	driverOverride , setCommanderOverride , remoteControl , setAction
Multiplayer:	
Problems:	

Notes