

forceCrewInOut



Introduced in	
Version:	3.4
Description	
Description:	Defines the behavior for all AI vehicle crew members that are able to turn out (using a hatch). This command overrides any actions caused by the setBehaviour command.
Syntax	
Syntax:	vehicle forceCrewInOut turnout
Parameters:	<ul style="list-style-type: none">• vehicle: Object - Crewed vehicle with turret hatches.• turnout: String - Whether crew 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
Examples	
Examples:	tank1 forceCrewInOut "out"
Additional Information	
See also:	forceCrewInOutTurrets , forceCrewInOutDriver , isTurnedOut
Multiplayer:	
Problems:	Effect on cargo turrets (cargo seats from which players can use their personal weapons) may be unreliable in some vehicles.

Notes

Does not apply to player controlled characters