

isEnabledAI



Introduced in	
Version:	1.33
Description	
Description:	Returns whether certain AI skills are enabled (true) / disabled (false).
Syntax	
Syntax:	unit isEnabledAI skilltype
Parameters:	<ul style="list-style-type: none">unit: Unit - AI unit.skilltype: String - See disableAI for possible values.
Return Value:	Boolean
Examples	
Examples:	<code>_soldier1 isEnabledAI "AUTOTARGET"</code>
Additional Information	
See also:	disableAI , enableAI
Multiplayer:	
Problems:	

Notes