

allUnits



Introduced in	
Version:	1.00
Description	
Description:	Returns a list of all the units in the mission. Includes the simulation types "soldier" and "invisible", as well as any dead units, vehicle crews, and animals.
Syntax	
Syntax:	allUnits
Parameters:	
Return Value:	Array
Examples	
Examples:	<code>_units = allUnits</code>
Additional Information	
See also:	allStaticVehicles , allVehicles
Multiplayer:	
Problems:	

Notes