

# setTowParent



<b>Introduced in</b>	
Version:	1.40
<b>Description</b>	
Description:	Causes a vehicle (even if it is empty) to adjust its steering and braking to follow the tow vehicle. The command does not initiate a towing process (this has to be done separately, using <a href="#">attachTo</a> ).
<b>Syntax</b>	
Syntax:	vehicle1 <b>setTowParent</b> vehicle2
Parameters:	<ul style="list-style-type: none"><li>• vehicle1 : <a href="#">Object</a> - Vehicle that is being towed.</li><li>• vehicle2 : <a href="#">Object</a> - Vehicle that is towing vehicle1. If set to <a href="#">objNull</a>, automatic steering / braking is disabled.</li></ul>
Return Value:	<a href="#">Nothing</a>
<b>Examples</b>	
Examples:	<pre>car setTowParent truck;</pre>
<b>Additional Information</b>	
See also:	<a href="#">getTowParent</a>
Multiplayer:	
Problems:	

## Notes