

remoteControl



| | |
|-------------------------------|--|
| Introduced in | |
| Version: | 2.00 |
| Description | |
| Description: | <p>Applies player movement keystrokes to the driver of a vehicle.</p> <p>This allows the player to remotely control a manned vehicle, without having to issue orders, or to drive it himself. The command only works with drivers, but not with other crew members, empty vehicles, or infantry. Only one unit can be controlled remotely. Further remoteControl commands, if the player is already controlling an AI, are ignored. To see the driver view, the camera can be switched to it, using switchCamera (since the driver AI is still controlling his head movements, it may be difficult to steer from that perspective).</p> |
| Syntax | |
| Syntax: | master remoteControl slave |
| Parameters: | <ul style="list-style-type: none">• master: Object - Controlling unit (set to objNull to cancel the remote control).• slave: Object - Controlled unit (vehicle driver). |
| Return Value: | Nothing |
| Examples | |
| Examples: | <pre>player remoteControl driver UGV1; player remoteControl driver UAV1; driver UAV1 switchCamera "Internal";</pre> |
| Additional Information | |
| See also: | setAction , setDriverOverride |
| Multiplayer: | |
| Problems: | |

Notes