

moveInCommander



Introduced in	
Version:	1.00
Description	
Description:	<p>Assigns commander role to unit, and places him into the vehicle (immediate, no animation).</p> <p>Note: If you want to place the unit that is already inside a vehicle in a different vehicle position, move the unit out of the vehicle first, and then assign the new position.</p> <p>To get a unit out of a vehicle, run: <code>unit action ['GetOut', vehicle]</code></p>
Syntax	
Syntax:	<code>unit moveInCommander vehicle</code>
Parameters:	<ul style="list-style-type: none">unit: Object - Unit to move.vehicle: Object - Vehicle to move to.
Return Value:	Nothing
Examples	
Examples:	<code>_soldierOne moveInCommander _tankOne</code>
Additional Information	
See also:	moveInCargo , moveInDriver , moveInGunner , moveInTurret , assignAsCommander
Multiplayer:	
Problems:	

Notes