

setWaypointLoiterType



Introduced in	
Version:	1.31
Description	
Description:	<p>Defines the loiter mode.</p> <p>To create a loiter waypoint, its type must first be set to "LOITER" (using setWaypointType), and then have its loiter mode defined by setWaypointLoiterType.</p> <p>Setting the setWaypointLoiterRadius is optional. The default loiter radius depends on the aircraft maneuverability.</p>
Syntax	
Syntax:	waypoint setWaypointLoiterType loiterMode
Parameters:	<ul style="list-style-type: none">• waypoint: Waypoint - Affected waypoint.• loiterMode: String - Loiter mode. Can be:<ul style="list-style-type: none">• "CIRCLE" - Move clockwise in a circle around the loiter waypoint.• "CIRCLE_L" - Move counterclockwise in a circle around the loiter waypoint (V1.44+).
Return Value:	Nothing
Examples	
Examples:	<pre>[groupOne,1] setWaypointType "LOITER"; [groupOne,1] setWaypointLoiterType "CIRCLE"</pre>
Additional Information	
See also:	waypointLoiterType , setWaypointLoiterRadius , setWaypointType
Multiplayer:	
Problems:	

Notes

Notes

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