

assignAsCargo



Introduced in	
Version:	1.00
Description	
Description:	Assigns a unit to the cargo of a vehicle. Use together with orderGetIn to order a unit to get in as cargo into a specific vehicle.
Syntax	
Syntax:	unit assignAsCargo vehicle
Parameters:	<ul style="list-style-type: none">unit: Object - The unit.vehicle: Object - The vehicle.
Return Value:	Nothing
Alternative Syntax	
Syntax:	unit assignAsCargo [vehicle, delay]
Parameters:	<ul style="list-style-type: none">unit: Object - The unit.vehicle: Object - The vehicle.delay: Number - Time in seconds. If the unit already has an assigned vehicle role, it stays at the newly assigned position, before it moves back to the original position (if it is still available). If the position has been filled during the delay, the unit then stays at the new position. If the delay is negative, the unit always stay at new position.
Return Value:	Nothing
Examples	
Examples:	<pre>_soldier1 assignAsCargo _truck [_soldier1] orderGetIn true</pre>
Additional Information	
See also:	assignAsDriver , assignAsGunner , assignAsCommander , moveInCargo , orderGetIn
Multiplayer:	
Problems:	

Notes

