

moveInCargo



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| Introduced in | |
| Version: | 1.00 |
| Description | |
| Description: | <p>Assigns a cargo role to the given unit, and places it into the vehicle (the effect is immediate, no animation is played).</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: | unit moveInCargo vehicle |
| Parameters: | <ul style="list-style-type: none">unit: Object - Unit to move.vehicle: Object - Vehicle to move to. |
| Return Value: | Nothing |
| Alternative Syntax | |
| Syntax: | unit moveInCargo [vehicle, index] |
| Parameters: | <ul style="list-style-type: none">unit: Object - Unit to move.vehicle: Object - Vehicle to move to.index: Number - Index of cargo position. |
| Return Value: | Nothing |
| Examples | |
| Examples: | <code>_soldierOne moveInCargo _jeepOne_soldierOne moveInCargo [_jeepOne, 1]</code> |
| Additional Information | |
| See also: | moveInCommander , moveInDriver , moveInGunner , moveInTurret , assignAsCargo |
| Multiplayer: | |
| Problems: | |

Notes

