

UPRStopPlayback



Introduced in	
Version:	3.7
Description	
Description:	Stops a currently active UPRStartPlayback of a UPR recording, and fires the UPRPlaybackEnd event.
Syntax	
Syntax:	<code>UPRStopPlayback</code> unit
Parameters:	<ul style="list-style-type: none">unit: Unit - AI unit that is currently playing a UPR recording.
Return Value:	Boolean - If true, the playback was stopped. If false , then either the unit doesn't exist or it is not playing back anything.

Examples	
Examples:	<code>UPRStopPlayback soldier1</code>
Additional Information	
See also:	UPRStartPlayback , UPRPlaybackEnd
Multiplayer:	
Problems:	

Notes