

allowCrewInImmobile



Introduced in	
Version:	2.00
Description	
Description:	If true , units can be in an immobile vehicle (for example, with broken tracks / wheels).
Syntax	
Syntax:	vehicle allowCrewInImmobile allow
Parameters:	<ul style="list-style-type: none">vehicle: Object - The vehicle.allow: Boolean - If true, the crew is allowed to be in an immobile vehicle; false, otherwise.
Return Value:	Nothing
Examples	
Examples:	<code>_vehicle allowCrewInImmobile true;</code>
Additional Information	
See also:	canMove
Multiplayer:	
Problems:	

Notes