

# fn\_vbs\_loadVehicleToVehicleHold



<b>Introduced in</b>	
Version:	18.3.0
<b>Description</b>	
Description:	Allows an administrator to load a vehicle to a vehicle with a configured cargo space. <b>Note:</b> Also works for vehicles with scripted cargo spaces, set up using <a href="#">fn_vbs_SetupCargoAreaForVehicle</a> .
<b>Syntax</b>	
Syntax:	[cv, cargoSpace, lv] call <b>fn_vbs_loadVehicleToVehicleHold</b>
Parameters:	<ul style="list-style-type: none"><li>cv: <b>Object</b> - Cargo vehicle to load onto.</li><li>cargoSpace: <b>String</b> - Configured name of the cargo space. For all currently configured cargo vehicles, the cargo space name "CargoCompartment_01" is always used.</li><li>lv: <b>Object</b> - Vehicle to load.</li></ul>
Return Value:	<b>Boolean</b> - Returns <b>true</b> , if loaded successfully; <b>false</b> , otherwise.
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind — the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it.	
<b>Examples</b>	
Examples:	[c1, "CargoCompartment_01", v1] call fn_vbs_loadVehicleToVehicleHold
<b>Additional Information</b>	
See also:	<a href="#">fn_vbs_unloadVehicleFromVehicleHold</a> , <a href="#">fn_vbs_SetupCargoAreaForVehicle</a>
Multiplayer:	
Problems:	

## Notes