

fn_vbs_objectCargo_get



Introduced in	
Version:	1.30
Description	
Description:	Returns an array of objects that are in the cargo of the container object. Object cargo is used to store objects, such as cell phones or ammunition cans, which are not weapons or magazines.
Syntax	
Syntax:	container call <code>fn_vbs_objectCargo_get</code>
Parameters:	<ul style="list-style-type: none">container: Object - Person, vehicle, or object to find the cargo of.
Return Value:	Nothing
Warning	
When using functions in VBS versions older than 3.4 , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <code>#include "vbs2\headers\function_library.hpp"</code> has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	<code>_cargo = player call fn_vbs_objectCargo_get</code>
Additional Information	
See also:	fn vbs objectCargo add , fn vbs objectCargo remove
Multiplayer:	
Problems:	

Notes