

deleteClass



Introduced in	
Version:	1.00
Description	
Description:	<p>Deletes a sub-class of a class. Classes must not contain any sub-classes, or ones that are still referenced, in order to be deleted.</p> <p>If the class is read from memory (for example, a configuration file that is part of VBS, such as <code>configFile>>"CfgVehicles"</code>), then deleting and re-creating that class leads to unpredictable results (due to caching). Some class parameters may come from the new definition, others may come from the original (deleted) one, so re-creating classes should be avoided.</p>
Syntax	
Syntax:	<code>configfile deleteClass classname</code>
Parameters:	<ul style="list-style-type: none">• configfile: Config-2 - Configuration file.• classname: String - Name of class to delete.
Return Value:	Boolean - Returns true , if the class is deleted successfully, false otherwise.
Examples	
Examples:	<pre>_class = configFile deleteClass "NewClass"; _class = (configFile>>"CfgWeapons") deleteClass "myNewGun";</pre>
Additional Information	
See also:	addClass , isDeleted
Multiplayer:	
Problems:	

Notes