

fn_vbs_aw_getWoundBleeding



Introduced in	
Version:	3.7
Description	
Description:	Returns the amount of bleeding from a specified wound. Returned array contains two values (same format as in setBleeding): <ul style="list-style-type: none">• Seconds until unconscious.• Seconds until dead after losing consciousness. Requires the Advanced Wounding Editor Object to be present in the mission.
Syntax	
Syntax:	wound call fn_vbs_aw_getWoundBleeding
Parameters:	<ul style="list-style-type: none">• wound: Wound - Wound to evaluate.
Return Value:	Array of Number - [unconscious, dead]
Alternative Syntax	
Syntax:	[woundEffect, severity] call fn_vbs_aw_getWoundBleeding
Parameters:	<ul style="list-style-type: none">• woundEffect: Config-2 - Wound effect class.• severity: Number - The severity index.
Return Value:	Array of Number - [unconscious, dead]
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 #include "vbs2\headers\function_library.hpp" has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	Specify wound array: <pre>_blood = [5,11,0,[0.3,1],0,[]] call fn_vbs_aw_getWoundBleeding; // Returns [300,600]</pre> Specify wound effects class and severity: <pre>// Define effects as path: [configFile>>"CfgAdvancedWounds">>"Wounds">>"BleedProjectile">>"Effects">>"EffectsBody", 1] call fn_vbs_aw_getWoundBleeding; // Get effects class using function: [[5,1] call fn_vbs_aw_getWoundEffectsClass, 1] call fn_vbs_aw_getWoundBleeding; // Both calls return [120,120]</pre>
Additional Information	

See also:	fn vbs aw unitGetBleedingAmount , fn vbs aw getBleedingWounds
Multiplayer:	
Problems:	

Notes