

fn_vbs_aw_compareWounds



Introduced in	
Version:	3.7
Description	
Description:	Checks if the two wounds are the same. Only the type of wound, the body part and severity are compared. Damage, bleeding effect and treatments are not considered. Requires the Advanced Wounding Editor Object to be present in the mission.
Syntax	
Syntax:	[wound1, wound2] call fn_vbs_aw_compareWounds
Parameters:	<ul style="list-style-type: none">wound1: First Wound to compare.wound2: Second Wound to compare.
Return Value:	Boolean - If true , then the wound properties are the same.
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:	<pre>_wound1 = ([soldier1] call fn_vbs_aw_getWounds) select 0; // Get the 1st wound _wound2 = ([soldier2] call fn_vbs_aw_getWounds) select 0; // Get the 2nd wound _diff = [_wound1, _wound2] call fn_vbs_aw_compareWounds; // And compare them</pre>
Additional Information	
See also:	fn vbs aw getBleedingWounds , fn vbs aw getWounds
Multiplayer:	
Problems:	

Notes