

fn_vbs_getHitpointName



Introduced in	
Version:	3.4
Description	
Description:	Returns the hitpoint name (used with setHit) for the HitPoints subclass of the given vehicle. An empty string ("") is returned, if the hitpoint does not exist.
Syntax	
Syntax:	[vehicle, hitpointSubclass] call fn_vbs_getHitpointName
Parameters:	<ul style="list-style-type: none">vehicle: Object - The vehicle.
Return Value:	String - The hitpoint name.
Alternative Syntax	
Syntax:	[vehicleType, hitpointSubclass] call fn_vbs_getHitpointName
Parameters:	<ul style="list-style-type: none">vehicleType: String - The vehicle type.
Return Value:	String - The hitpoint name.
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>_ret = ["VBS2_US_Army_UH60L_W_M139_X", "HitFuel"] call fn_vbs_getHitpointName</pre>
Additional Information	
See also:	setHit , getHitPoints
Multiplayer:	
Problems:	

Notes

