

resistance



Introduced in	
Version:	1.00
Description	
Description:	Pre-defined variable for resistance (independent / guerrilla) side.
Syntax	
Syntax:	resistance
Parameters:	
Return Value:	Side-2 - When used in a format statement (<code>hint format["%1",resistance]</code>), the string returned is "GUER".
Examples	
Examples:	<pre>if ((side _unit)==resistance) then {hint "This is a guerrilla unit!"}</pre>
Additional Information	
See also:	side , west , east , civilian
Multiplayer:	
Problems:	

Notes