

fn_vbs_setUnitNBCLevel



Introduced in	
Version:	3.4
Description	
Description:	<p>Sets the MOPP level for a specific unit.</p> <p>The change is visual (different uniform), as well as functional (protection against gas).</p> <p>For the function to have an effect, the unit type has to support different MOPP levels (class <code>NBCProtection</code> has to be defined). If the function is applied to an incompatible unit, or the MOPP level selected is not available, no change is applied.</p>
Syntax	
Syntax:	[unit, level, animate] call fn_vbs_setUnitNBCLevel
Parameters:	<ul style="list-style-type: none">unit: Object - Unit to apply MOPP level to.level: String - Name of MOPP level to apply.animate: Boolean - If true, the uniform-change animation is played. If false, the change happens instantaneously (without animation) (optional, default: false).
Return Value:	Nothing
Alternative Syntax	
Syntax:	[unit, level, animate] call fn_vbs_setUnitNBCLevel (V3.6+)
Parameters:	<ul style="list-style-type: none">unit: Object - Unit to apply MOPP level to.level: String or Number - Name or index of MOPP level to apply. When using a number, the index value corresponds to the sequence in which the protection levels were defined in class <code>NBCProtection</code>.animate: Boolean - If true, the uniform-change animation is played. If false, then the change happens instantaneously (without animation) (optional, default: false).
Return Value:	String - Name of MOPP level that was applied (empty string if a non-existing level was specified).
Warning	
<p>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 <code>#include "vbs2\headers\function_library.hpp"</code> has to be included in every script that utilizes it. More Category VBS Scripting Functions.</p>	
Examples	
Examples:	<pre>[player, "mopp3"] call fn_vbs_setUnitNBCLevel _lvl1 = [player, 3, true] call fn_vbs_setUnitNBCLevel; // Might return "level3"</pre>
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes

Posted on Mar 28, 2014

Kronzky

To check which protection modes are available for a specific unit, you can use the following script:

```
_unitType = typeof player; // unit to check

_config = configFile >> "CfgVehicles" >> _unitType >> "NBCProtection";
_info = format["Available MOTT levels for\n%1:",_unitType];
for "_i" from 0 to count (_config)-1 do {
    _protection = _config select _i;
    if (isClass _protection) then {
        _info = format["%1\n %2",_info,configName(_protection)];
    };
};
hint _info;
```