

# fn\_vbs\_aw\_unitGetBleedingAmount



<b>Introduced in</b>	
Version:	3.7
<b>Description</b>	
Description:	Returns the amount of bleeding the specified bleeding effect adds to the unit. Requires the Advanced Wounding Editor Object to be present in the mission.
<b>Syntax</b>	
Syntax:	[unit, wound] call <b>fn_vbs_aw_unitGetBleedingAmount</b>
Parameters:	<ul style="list-style-type: none"><li>unit: <a href="#">Object</a> - Soldier to check.</li><li>wound: <a href="#">Number</a> - The <a href="#">bleeding</a> to check.</li></ul>
Return Value:	<a href="#">Array</a> of <a href="#">Number</a> - [seconds until unconscious, seconds until dead after losing consciousness] (as defined in the <code>CfgAdvancedWounds</code> effect class). Returns -1 if the checked bleeding ID does not exist.
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , 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 <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
Examples:	<pre>_blood = [soldier1,0] call fn_vbs_aw_unitGetBleedingAmount; // Might return [600,1800]</pre>
<b>Additional Information</b>	
See also:	<a href="#">fn vbs aw getWoundBleeding</a> , <a href="#">fn vbs aw getBleedingWounds</a>
Multiplayer:	
Problems:	

## Notes