

fn_vbs_animation_status



Introduced in	
Version:	1.50
Description	
Description:	Returns the status of a unit that may currently be involved in a fn vbs complex animation .
Syntax	
Syntax:	[unit] call fn_vbs_animation_status
Parameters:	<ul style="list-style-type: none">unit: Object - Unit to check.
Return Value:	String - Can be either: <ul style="list-style-type: none">"INACTIVE" - Not involved in a complex animation."MOVETO" - While moving towards a specified animation destination."TURNTO" - While turning towards another actor."ANIMATE" - During the animation phase.
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>if ([soldierOne] call fn_vbs_animation_status=="MOVETO") then { hint "I'm on the way"; }</pre>
Additional Information	
See also:	fn vbs complex animation , fn vbs animation active
Multiplayer:	
Problems:	

Notes

