

# fn\_vbs\_injury\_deafness



<b>Introduced in</b>	
<b>Version:</b>	1.30
<b>Description</b>	
<b>Description:</b>	Causes deafness in a given unit, for the specified number of seconds. It has no effect on AI units, only players.
<b>Syntax</b>	
<b>Syntax:</b>	[unit, duration, tinnitus] call <b>fn_vbs_injury_deafness</b>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>unit: <a href="#">Object</a> - Unit to deafen,</li><li>duration: <a href="#">Number</a> - Seconds to deafen for.</li><li>tinnitus: <a href="#">Boolean</a> - Should an ear-ringing sound be played? (optional, only a maximum of 30 seconds of ringing is available).</li></ul>
<b>Return Value:</b>	<a href="#">Nothing</a>
<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 <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
<b>Examples:</b>	<pre>[player, 10] call fn_vbs_injury_deafness;</pre>
<b>Additional Information</b>	
<b>See also:</b>	
<b>Multiplayer:</b>	The script should (but does not have to) be executed where unit is local.
<b>Problems:</b>	

## Notes