fn_vbs_observation

Introduced in	
Version:	1.30

Description	
Description:	Used to load an "observation for an object. Once the player can see the object and is close enough, the observation is "triggered", and a text bubble is displayed next to it. For example, an observation for a civilian could be say: "wears a bulky overcoat". Once the player is close enough to the target, the above observation would appear on the screen over the civilian.

Syntax	
Syntax:	[target, text, range, dimensions, condition] call **fn_vbs_observation**
Parameters:	- target: Object - Object to observe. - text: String - Observation text. - range: Number - Player must be this close to make the observation. Optics magnification is taken into account, allowing the observation to be made from further away. - dimensions: Array - Array defining the size of the displayed bubble. The format is: [lines, width_mult, font_mult] - lines - The observation bubble holds this many lines of text vertically. - width_mult - Default bubble width is multiplied by this. - font_mult (optional) - Default font size is multiplied by this. If omitted, or if an empty array is specified, the defaults are: [4, 1, 1] - condition: Code (optional) - Condition that must be met for observation to be triggered. Target object is specified using the _this variable.
Return Value:	Script - If the terminate command is used on the return value (before the observation is triggered), then the observation is unloaded from the object

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:	`_script = [car1, "This car is extremely dirty, and it smells like pickles.", 20,[2, 2, 0.85]] call fn_vbs_observation;`
	`sleep 5;`
	`terminate _script;`

Additional Information

See also:	**fn vbs speak**, **fn vbs infobubble**, **displayText**
Multiplayer:	This is local in MP. It should be called on all clients, if required.
Problems:	

Notes