

setAmputation

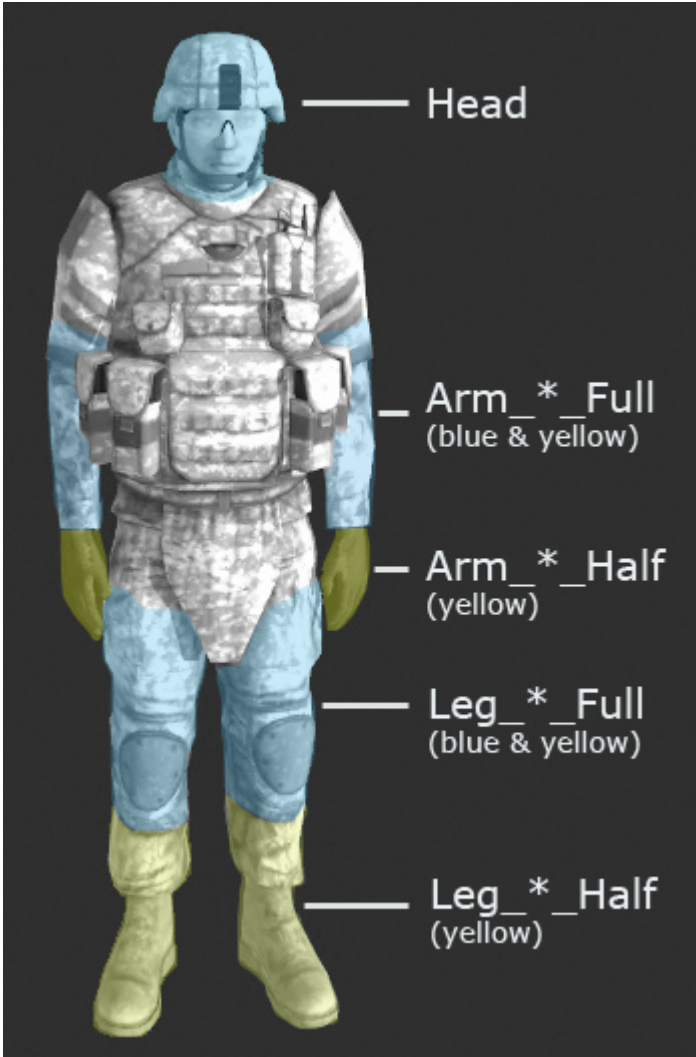


Introduced in	
Version:	1.40
Description	
Description:	<p>Removes unit body parts.</p> <p>Proportional to the removed part, blood stains are applied to the unit.</p> <p>Arms and legs can be removed in two stages.</p> <p>Possible values for removal of body parts are:</p> <ul style="list-style-type: none">• "Arm_Left_Half": Remove left hand.• "Arm_Right_Half": Remove right hand.• "Leg_Left_Half": Remove lower left leg.• "Leg_Right_Half": Remove lower right leg.• "Head": Remove head.• "Arm_Left_Full": Remove left arm.• "Arm_Right_Full": Remove right arm.• "Leg_Left_Full": Remove left leg.• "Leg_Right_Full": Remove right leg. <p>Possible values for re-attachment of body parts are:</p> <ul style="list-style-type: none">• "Head_Reset": Re-attach head.• "Arm_Left_Reset": Re-attach left arm.• "Arm_Right_Reset": Re-attach right arm.• "Leg_Left_Reset": Re-attach left leg.• "Leg_Right_Reset": Re-attach right leg. <p>Removal of body parts has no effect on the health status of that unit (a person without a head remains alive, and a person without legs can still walk). The mission designer has to ensure that these effects are applied in a realistic fashion. Amputations are currently only implemented in certain unit classes (V1.50+: US Army and USMC).</p> <p>To determine whether a unit supports amputations, check whether the following test returns 1:</p> <pre>_canAmputate = getNumber(configFile >> "CfgVehicles" >> typeof soldier1 >> "hasAmputations") // The name of the tested unit is "soldier1" in the example</pre>
Syntax	
Syntax:	unit setAmputation bodypart (V1.50+)
Parameters:	<ul style="list-style-type: none">• unit: Object - Affected unit.• bodypart : String - Body part to remove.
Return Value:	Nothing
Alternative Syntax	
Syntax:	unit setAmputation [bodypart, segment] (V1.40+)
Parameters:	<ul style="list-style-type: none">• unit: Object - Affected unit.• bodypart: String - Main body part. Can be: "head", "leftarm", "rightarm", "leftleg", "rightleg".• segment: String - Segment of specified body part. Can be: "head", "lefthand", "leftforearm", "righthand", "rightforearm", "leftfoot", "leftuplegroll", "rightfoot", "rightuplegroll".

Return Value:	Nothing
----------------------	---------

Examples

Examples: `soldier1 setAmputation "Arm_Left_Full";`
`soldier1 setAmputation "Leg_Right_Half";`



Body parts which are removed with the specified selection.

Additional Information

See also:	getAmputation
Multiplayer:	
Problems:	

Notes

