

setFatigueAffectsSpeed



Introduced in																																														
Version:	2.07																																													
Description																																														
Description:	<p>Defines whether there is a direct correlation between unit fatigue and movement speed.</p> <p>If set to <code>true</code>, then the unit gradually gets slower as the fatigue level rises; if set to <code>false</code>, there is an abrupt speed change once fatigue reaches 1, and the speed does not decrease any further after that:</p>																																													
	<table border="1"><caption>Approximate data from the graph</caption><thead><tr><th>Distance Run (X)</th><th>Speed (Y) - TRUE</th><th>Speed (Y) - FALSE</th></tr></thead><tbody><tr><td>10</td><td>23</td><td>21</td></tr><tr><td>30</td><td>22</td><td>21</td></tr><tr><td>50</td><td>18</td><td>21</td></tr><tr><td>60</td><td>15</td><td>21</td></tr><tr><td>70</td><td>15</td><td>13</td></tr><tr><td>90</td><td>15</td><td>13</td></tr><tr><td>110</td><td>14</td><td>13</td></tr><tr><td>130</td><td>14</td><td>13</td></tr><tr><td>150</td><td>12</td><td>13</td></tr><tr><td>170</td><td>12</td><td>13</td></tr><tr><td>190</td><td>12</td><td>13</td></tr><tr><td>210</td><td>11</td><td>13</td></tr><tr><td>230</td><td>10</td><td>13</td></tr><tr><td>250</td><td>10</td><td>13</td></tr></tbody></table>	Distance Run (X)	Speed (Y) - TRUE	Speed (Y) - FALSE	10	23	21	30	22	21	50	18	21	60	15	21	70	15	13	90	15	13	110	14	13	130	14	13	150	12	13	170	12	13	190	12	13	210	11	13	230	10	13	250	10	13
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	<p>Image: Correlation between the distance run (X), the unit's fatigue, and his resulting speed (Y).</p>																																													
Syntax																																														
Syntax:	unit <code>setFatigueAffectsSpeed</code> affected																																													
Parameters:	<ul style="list-style-type: none">unit: Object - Affected unit.affected: Boolean - See description (default: <code>true</code>).																																													
Return Value:	Nothing																																													
Examples																																														
Examples:	<pre>player setFatigueAffectsSpeed false;</pre>																																													
Additional Information																																														
See also:	getFatigueAffectsSpeed , addToAnaerobicFatigue , addToAerobicFatigue																																													
Multiplayer:																																														
Problems:																																														

Notes

