

addToFatigue



Introduced in	
Version:	1.18
Description	
Description:	Adds the passed value to the unit total fatigue (between 0-1).
Syntax	
Syntax:	unit addToFatigue change
Parameters:	<ul style="list-style-type: none">unit: Object - Affected unit.change: Number - Change in fatigue (between -1-1).
Return Value:	Nothing
Examples	
Examples:	<code>player addToFatigue -0.15</code>
Additional Information	
See also:	getFatigue , addToAnaerobicFatigue , addToAerobicFatigue , addToFatigueDutyBias , setFatigueMultiplier , setFatigueRecoveryRate
Multiplayer:	
Problems:	

Notes