

setFatigueScaling



Introduced in	
Version:	3.7
Description	
Description:	<p>Defines the global fatigue scaling ratio.</p> <p>Note: Only has an effect, if the scenario setting allows scripted overrides.</p> <ul style="list-style-type: none">-1: Reset to the <code>vbs3.cfg</code> setting (in multiplayer, resets the scaling of all clients to the local configuration value of where the command was issued)0: No fatigue accumulation.>0 to 1: Realism factor (0.5 is 50%, 1 is 100%). At 50%, a unit expends only half the effort it would at a 100% realistic setting (it recovers twice as fast, or even faster, due to the indirect effects, and other factors involved).
Syntax	
Syntax:	<code>setFatigueScaling scale</code>
Parameters:	<ul style="list-style-type: none">scale: Number - Fatigue scale to define.
Return Value:	Nothing
Examples	
Examples:	<code>setFatigueScaling 0.5;</code>
Additional Information	
See also:	getFatigueScaling , addToFatigueDutyBias , setFatigueMultiplier , resetFatigue
Multiplayer:	
Problems:	

Notes