

getFatigueScaling



Introduced in	
Version:	3.7
Description	
Description:	Returns fatigue scaling, as defined by either the Fatigue Scaling scenario setting or the setFatigueScaling command.
Syntax	
Syntax:	<code>getFatigueScaling</code>
Parameters:	
Return Value:	Number - Current scaling (between 0 and 1).
Examples	
Examples:	<code>_scaling = getFatigueScaling</code>
Additional Information	
See also:	setFatigueScaling , getFatigueMultiplier
Multiplayer:	
Problems:	

Notes