

fn_vbs_aw_getWounds



Introduced in	
Version:	3.7
Description	
Description:	Returns all wounds for a unit. Requires the Advanced Wounding Editor Object to be present in the mission.
Syntax	
Syntax:	[unit, types, bodyparts] call fn_vbs_aw_getWounds
Parameters:	<ul style="list-style-type: none">unit: Object - Soldier to check.types: Array of String or Number - Names or IDs of type to list. If empty, then all wounds types are returned (optional, default: []).bodypart: Array of String or Number - Names or IDs of bodypart to check. If empty, then all wounds are returned (optional, default: []).
Return Value:	Array of Wound
Warning	
When using functions in VBS versions older than 3.4 , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that #include "vbs2\headers\function_library.hpp" has to be included in every script that utilizes it. More Category VBS Scripting Functions .	
Examples	
Examples:	<pre>_wounds = [player] call fn_vbs_aw_getWounds; // Check all wounds _wounds = [player,[7]] call fn_vbs_aw_getWounds; // Check blood loss (using index) _wounds = [player,["BloodLoss"]] call fn_vbs_aw_getWounds; // Check blood loss (using string) _wounds = [player,["BleedProjectile"],[1,4,5]] call fn_vbs_aw_getWounds; // Check projectile bleeding in torso and both arms</pre>
Additional Information	
See also:	fn vbs aw getBleedingWounds , fn vbs aw hasWound , fn vbs aw getWoundTreatments , fn vbs aw addWound
Multiplayer:	
Problems:	

Notes

