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Arma Scripting File

Edition: 1.66

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// Enable eating to improve health.

\_unit addAction ["Eat Energy Bar", {

if (\_this getVariable ["EB\_NumActivation", 0] > 0) then {

\_this setDamage (0 max (damage \_this - 0.25));

} else {

hint "You have eaten it all";

};

// 4 - means something...

Z\_obj\_vip = nil;

[\_boat, ["Black", 1], true] call BIS\_fnc\_initVehicle;

}];