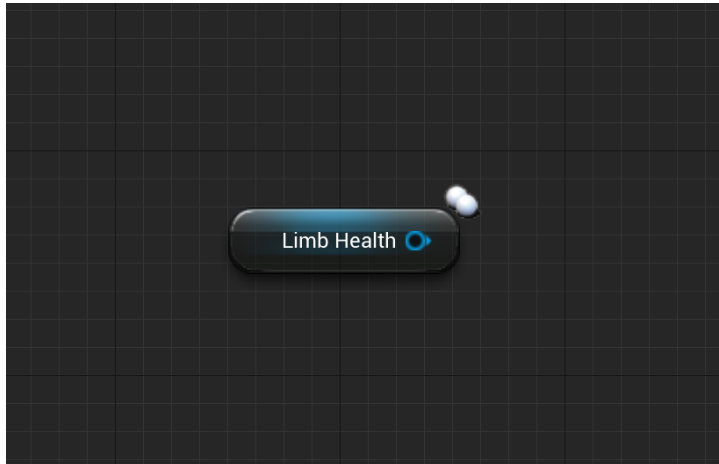


## Limb Based Health Component Documentation

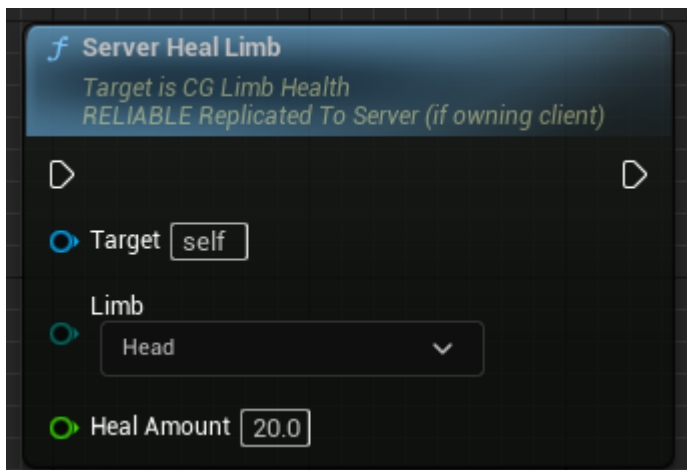
Last Updated: Jan 1st 2024

Plugin Version: 1.4.1

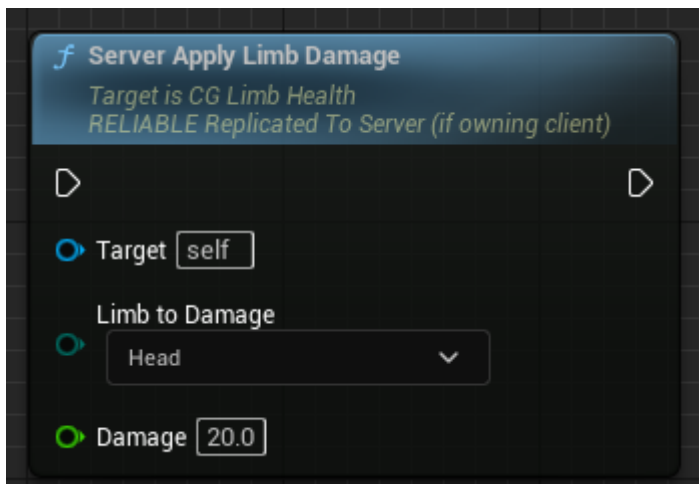
[Example Project](#)



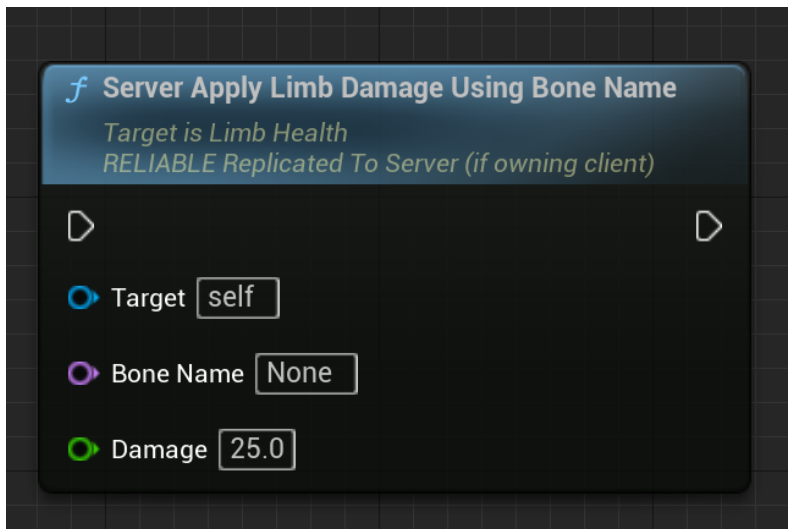
This is the Limb health component that can be added to anything character related.



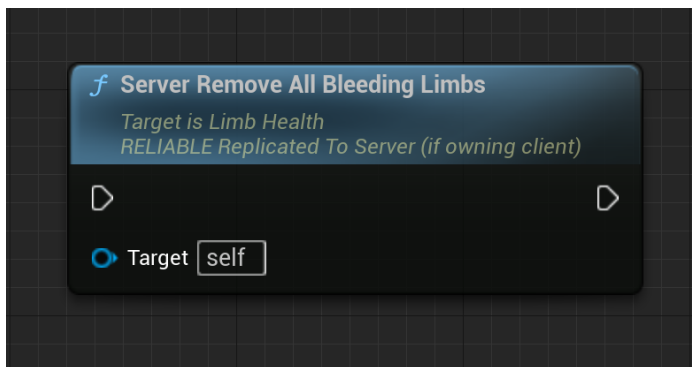
Heals limb to selected limb



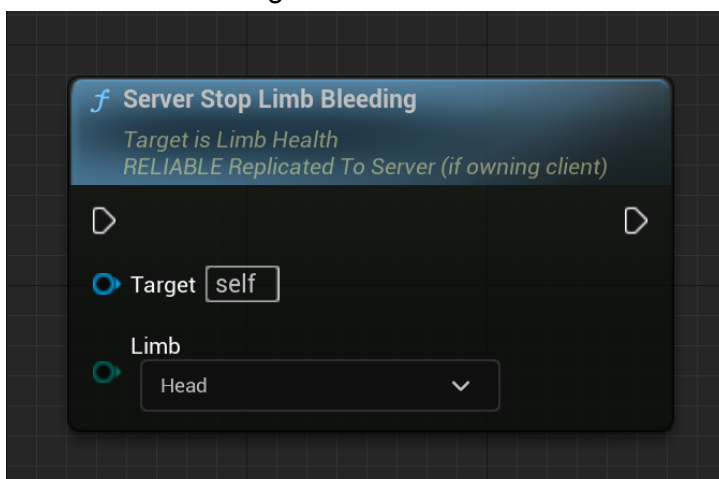
Applies damage to selected limb



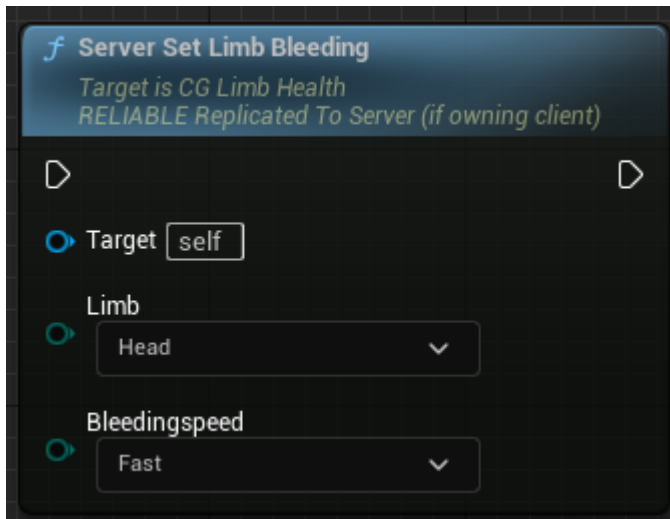
Applies damage using bone name



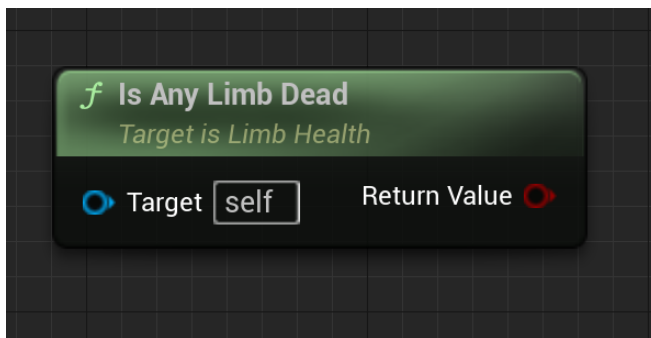
Removed all bleeding limbs



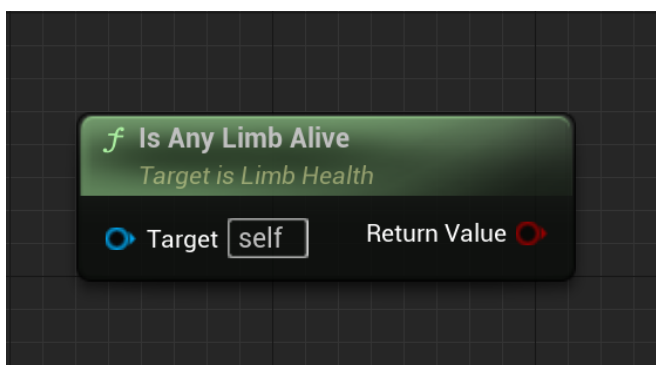
Stops select limb from bleeding



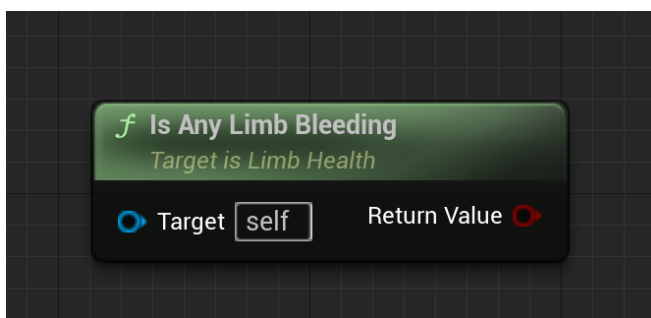
Sets Limb Bleeding



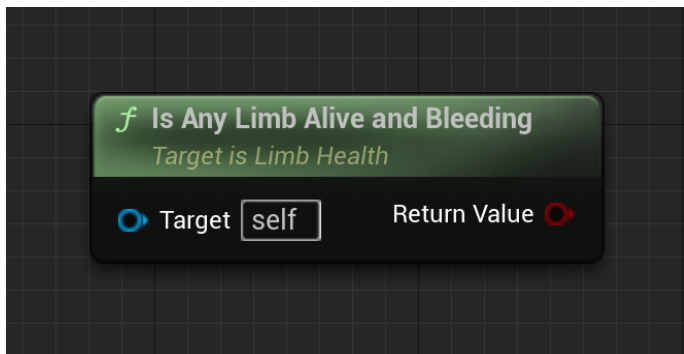
Gets if any limbs are dead



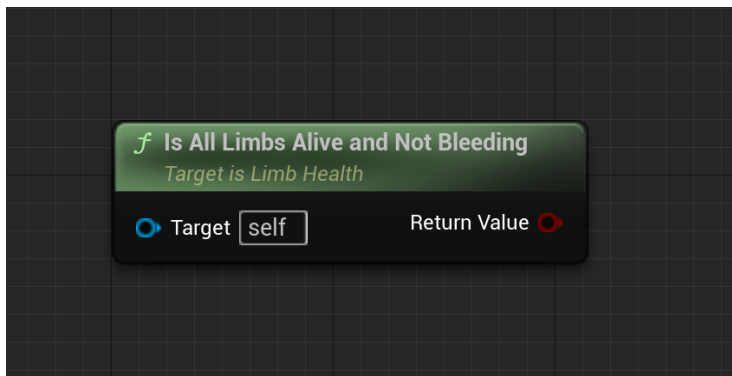
Gets if any limbs are alive



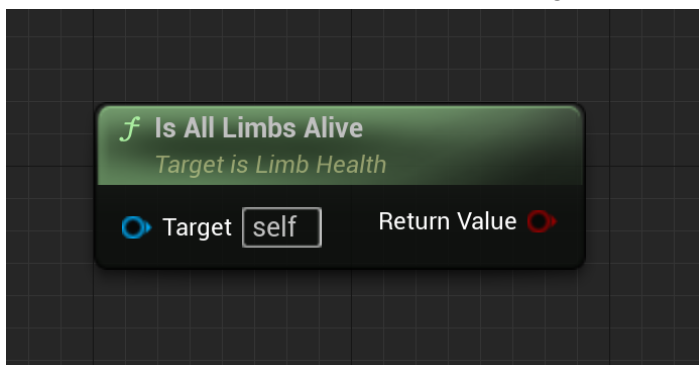
Gets if any limbs are bleeding



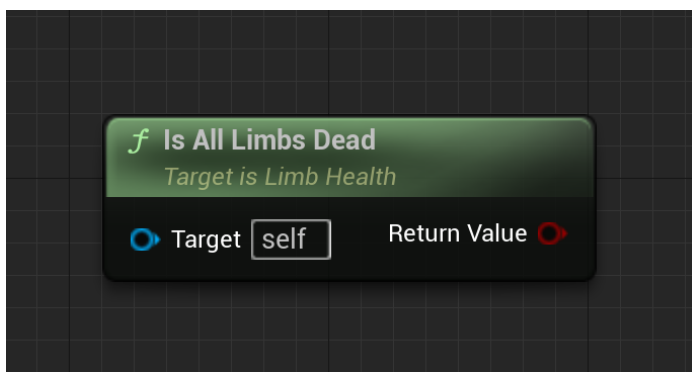
Gets if any limbs are alive and bleeding



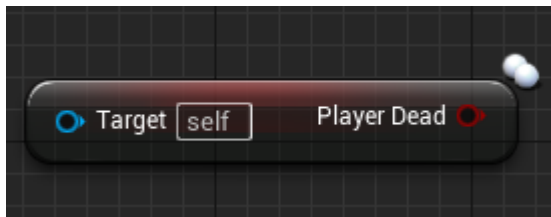
Gets if all limbs are alive and NOT bleeding



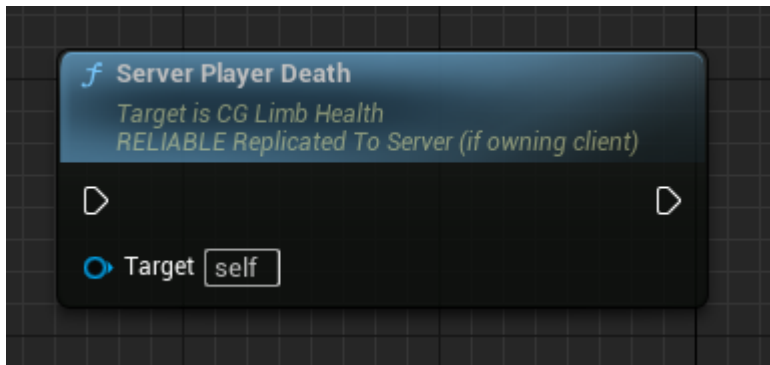
Gets if all limbs are alive



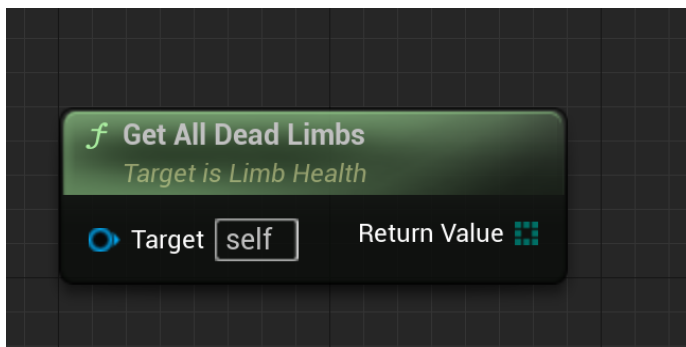
Gets if all limbs are dead



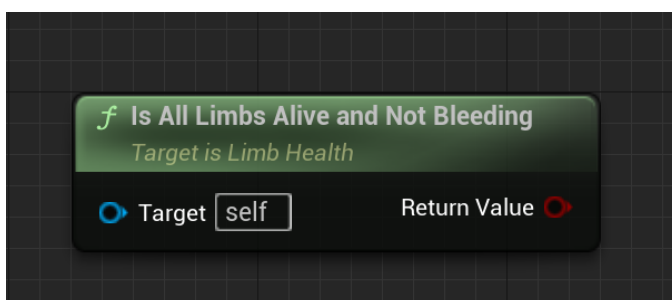
Gets if the player died



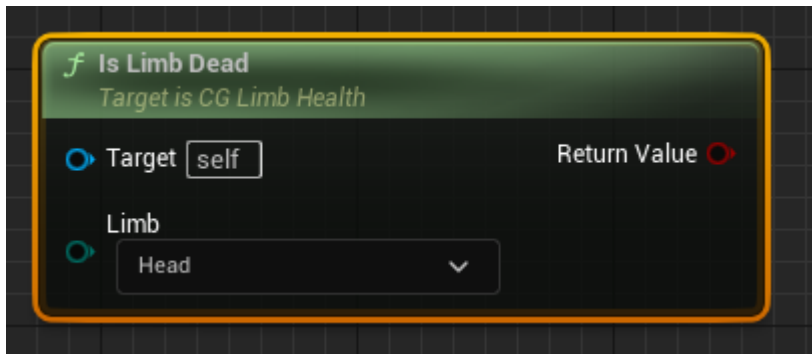
manually triggers player death



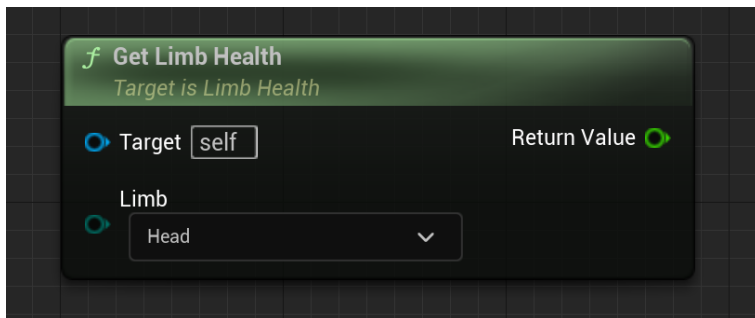
Gets array of all dead limbs



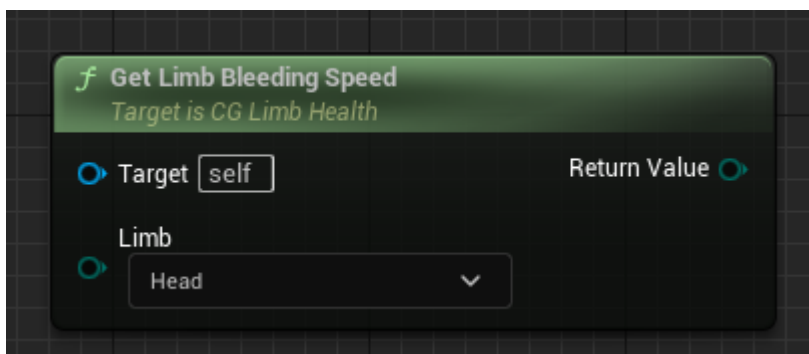
Gets if all limbs are alive and NOT bleeding



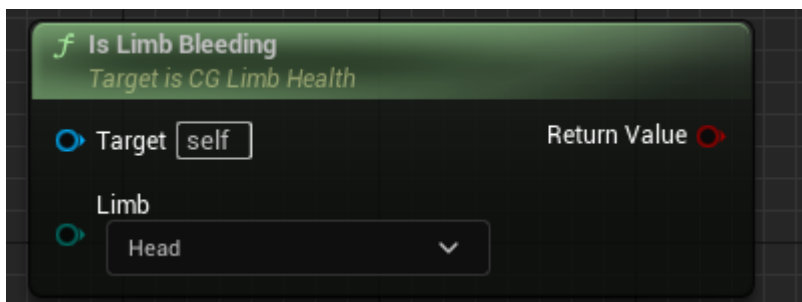
Returns if the limb is dead or not



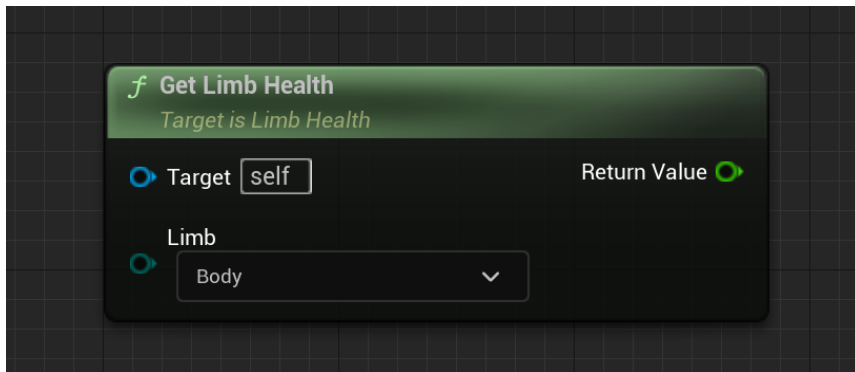
Returns the value of the health from the selected limb



Returns the limb bleed speed



Returns if the limb is bleeding or not



Returns the health of the selected limb