LIMB BASED MEDICAL COMPONENT

Patch Notes v1.1.0

Submit on 03/13/2023 - Approved 3/16/2023

- **[FIX]** Issue causing patching a light bleed to stop heavy bleeds.
- **[FIX]** Damage will now be applied only once for the test damage trace.
- **[FIX]** Energy and Hydration now correctly drain.
- **[NEW]** Character Weight & Weight Icon will now display on the UI.
- **[NEW]** Oxygen attribute with an example Oxygen collision zone on the MedicalShowcaseMap.
- **[NEW]** Oxygen Icon & Indicator will display on the main HUD *(above the stamina bar)* when oxygen depletes and be hidden again once it reaches full oxygen levels again.
- **[NEW]** Hypoxia Effects *(lack of oxygen)* has been added.
- **[NEW]** Blood attribute has been added. When enabled, bleeding will no longer remove health from limbs but from its own separate blood stat instead.
- **[NEW]** Vaseline has been added *(extended pain reliever - 350 seconds)*.
- **[NEW]** 2 edible canned food item textures have been added *(Sea Fish Herring & Salmon Fisherman Agent)*.
- **[NEW]** Aluminum Splint has been added as a faster method to fix fractures *(0.9 seconds faster)*.
- **[NEW]** Adrenaline Injector has been added (red) - Ignore Pain & Damage to limbs & Stop Stamina Decay.
- **[NEW]** Radiation Injector has been added (orange) - Reduces Radiation exposure over time.
- **[NEW]** Viral Vaccine Injector has been added (green) - Chance to remove viral infection over time.
- **[NEW]** Hypoxia & Oxygen Injector (brown) - Removes Hypoxia reduces oxygen drain rate by X% for X seconds, as well as slight chance to remove sickness.
- **[NEW]** 8 status effect icons:

- **[NEW]** 3 Sound effects (under-water ambiance, hypoxia wheezing, holding breath).