
Subject: Re: distance between two objects c++
Posted by [saberhawk](#) on Thu, 08 Jul 2010 18:38:36 GMT
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KaTaNa wrote on Thu, 08 July 2010 13:05Phase-transport wrote on Thu, 08 July 2010 12:00KaTaNa wrote on Thu, 08 July 2010 17:56Can anyone offer some real support and stay on topic?

Actually, reborn has been nothing but a big help in the forums and this is his thanks?
The only support is reborn.

I don't need to thank anyone here, it is out of his own free will at heart to help not on a condition of saying thanks or whatever. I kindly do ask someone please help with the issue so I can get it resolved and move on

Sure, take a look at the source code available inside the scripts.dll package. I am positive that there are hundreds of examples of getting a `GameObject*` via various means...
