Subject: Re: Find nearest vehicle?
Posted by Omar007 on Sat, 07 May 2011 15:19:01 GMT

Something like this should do the trick.

```
GameObject * getClosestVehicle(GameObject *sourceObject)
{
 GenericSLNode *x = SmartGameObjList->HeadNode;
 float closestDist = FLT_MAX;
 Vector3 sourceDist = Commands->Get_Position(sourceObject);
 GameObject *closestVeh = NULL;

 while (x)
 {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && o != sourceObject && Is_Vehicle(o))
  {
   Vector3 TargetPos = Commands->Get_Position(o);
   float distance = Commands->Get_Distance(sourceDist, TargetPos);
   if (distance < closestDist)
   {
    closestDist = distance;
    closestVeh = o;
   }
  }
  x = x->NodeNext;
 }

 return closestVeh;
}
```

NOTE: This code might not be 100% because I wrote it down quickly in Notepad.