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Subject: Re: Find\_My\_Vehicle

Posted by [danpaul88](#) on Thu, 06 Oct 2011 14:10:53 GMT

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```
VehicleGameObject pVehicleObj = Find_My_Vehicle();  
GameObject* pObject = dynamic_cast<GameObject*>(pVehicleObj);
```

Or...

```
GameObject* pObject = dynamic_cast<GameObject*>(Find_My_Vehicle());
```

Or...

```
GameObject* pObject = (GameObject*)Find_My_Vehicle();
```

(PS: If you didn't already figure it out, VehicleGameObject *is* a GameObject, since it's a derived class)

(PPS: Yes, I know dynamic casting a subclass to its superclass is redundant since it's always going to succeed, just illustrating my point )

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