
Subject: gameobject lists-> which&when

Posted by [robbyke](#) on Fri, 07 Oct 2011 00:34:59 GMT

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with the way with the object lists i cant find out wich to use.
my problem :

created object.

attached a script

find out if soldier is near object with attached script

that last step wont work ive tried out some lists but im doubting if i can still find my newly created object like this or maybe i first have to see under wich class its now divided
