Subject: Re: gameobject lists-> which&when
Posted by Gen_Blacky on Sat, 08 Oct 2011 01:08:27 GMT

jonwil wrote on Fri, 07 October 2011 06:32

The SmartGameObjList is for soldiers and vehicles and should be used in this case as you will have less objects to check.

Ah okay, So if I was looking for a building gameobject I would use BuildingGameObjList.