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Subject: Get nearest building to an object?

Posted by [BillieJoe67](#) on Tue, 22 May 2012 12:42:58 GMT

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Is there a function in scripts.dll that finds the nearest building to a gameobject?

If not, would the function in OnOeS work with 4.0 without too much editing?

EDIT: ignore this, I've just found it

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