
Subject: Re: LuaTT Function

Posted by [sla.ro\(master\)](#) on Wed, 10 Jun 2015 20:17:31 GMT

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Hello, I don't remember any function who could've done that, but you can manually check. For example:

```
function Get_Closest_PT(pObject) -- not tested, it should work I guess, don't forget to replace
'PT_Name_Here' with PT's name from Leveleditor. Every team have a different PT name.
local closest = 1000
for i,v in ipairs(Get_All_Objects()) do
  if Get_Preset_Name == "PT_Name_Here" and Get_Distance(Get_Position(pObject),
Get_Position(v)) < closest then
    closest=Get_Distance(Get_Position(pObject), Get_Position(v))
  end
end
return closest
end
```

I'm not sure if this works, haven't tested, you can tweak it to make it work. if the function already exists in TT/4.2, I will add it, but can't this month, I'm busy learning for my final exam.
