
Subject: Get nearest building to an object?
Posted by [BillieJoe67](#) on Tue, 22 May 2012 12:42:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Get nearest building to an object?
Posted by [iRANian](#) on Tue, 22 May 2012 13:33:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Commands->Find_Nearest_Building(GameObject*) should work.

Subject: Re: Get nearest building to an object?
Posted by [Jerad2142](#) on Thu, 24 May 2012 14:16:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Tue, 22 May 2012 07:33Commands->Find_Nearest_Building(GameObject*) should work.

Does that get it by the controller or by the mesh? I assume it gets it by the controller, which could be incorrect if someone didn't put the controllers on the buildings themselves, or if you're standing on the far end of the airstrip runway.

Subject: Re: Get nearest building to an object?
Posted by [iRANian](#) on Thu, 24 May 2012 14:37:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

controller, iirc the engine refers to it as a building's poly.
