Subject: Re: distance between two objects c++
Posted by reborn on Thu, 08 Jul 2010 16:10:19 GMT

KaTaNa wrote on Thu, 08 July 2010 12:07It's sort of hard to explain what I'm looking for, I'm wondering how can you set ob1 and ob2 to be the gameobj's you want. Eg:
How can I get obj1 to be the player that executed the command, and ob2 to be a defense or powerup or something that is bought from the command.

It's hard 2 explain this. Ob1 and Obj2 to me are undefined, so I don't know how it'll calculate the distance between a player and another object(in my case)

KaTaNa wrote on Thu, 08 July 2010 12:03Thank you for without consent posting it, Now I know I shouldn't ask you for help.

So you want help or not?

Actually, fuck you.