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Subject: Re: [SSGM 4.0 Plugin] Where's My Beacon  
Posted by [iRANian](#) on Tue, 28 Aug 2012 06:21:00 GMT  
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try using these

```
void      BuildingGameObj::Find_Closest_Poly (const Vector3 &pos, float *distance2);  
int      BuildingGameObj::Building_In_Range(const Vector3 &point, float range); //return 0 for  
no, 1 for yes and 2 for MCT in range
```

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