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Subject: Re: (C++) float to GameObject  
Posted by [jnz](#) on Sat, 17 May 2008 22:23:20 GMT  
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He was trying to get a building's health.

```
GameObject *Find_Power_Plant(int Team); //finds the first powerplant for Team,0 = Nod,1 =  
GDI,2 = either  
GameObject *Find_Refinery(int Team); //finds the first refinery for Team,0 = Nod,1 = GDI,2 =  
either  
GameObject *Find_Repair_Bay(int Team); //finds the first repair bay for Team,0 = Nod,1 = GDI,2  
= either  
GameObject *Find_Soldier_Factory(int Team); //finds the first soldier factory for Team,0 = Nod,1 =  
GDI,2 = either  
GameObject *Find_Airstrip(int Team); //finds the first airstrip for Team,0 = Nod,1 = GDI,2 = either  
GameObject *Find_War_Factory(int Team); //finds the first war factory for Team,0 = Nod,1 =  
GDI,2 = either  
GameObject *Find_Vehicle_Factory(int Team); //finds the first airstrip for Team,if none is  
found,finds the first war factory for Team,0 = Nod,1 = GDI,2 = either  
GameObject *Find_Com_Center(int Team); //finds the first communications center for Team,0 =  
Nod,1 = GDI,2 = either
```

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