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Subject: Re: Find\_Object only inside a Zone  
Posted by E! on Fri, 23 Oct 2009 15:36:05 GMT  
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why not just writing your own function?

```
GameObject *Find_Object_In_Zone(int Team, GameObject *zone, GameObject *obj)
{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    while (x)
    {
        GameObject *o = (GameObject *)x->NodeData;
        if (o && As_ScriptableGameObj(o))
        {
            if (IsInsideZone(zone,o) && Commands->Get_ID(o)==Commands->Get_ID(obj))
            {
                if ((Get_Object_Type(o) == Team) || (Team == 2))
                {
                    return o;
                }
            }
        }
        x = x->NodeNext;
    }
    return 0;
}
```