
Subject: Re: distance between two objects c++
Posted by [danpaul88](#) on Fri, 09 Jul 2010 09:16:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's a novel idea, why not explain the context of your request. Are you trying to get the distance in a script, in which case you can use the GameObject pointers passed to the script as parameters, or are you using some sort of hooks or what?

Also, if your getting the distance between two game objects quite a lot in your code it might be worth adding a function to do it to improve your code readability. Personally I never understood why something like this was NOT in scripts.dll....

```
float Get_Distance ( GameObject* obj1, GameObject* obj2 )  
{  
    // Gets distance between two objects  
    return Commands->Get_Distance ( Commands->Get_Position ( obj1 ),  
    Commands->Get_Position ( obj2 ) );  
}
```

Might also be useful to have

```
float Get_Distance ( GameObject* obj, Vector3 pos )  
{  
    // Gets distance object and position  
    return Commands->Get_Distance ( Commands->Get_Position ( obj ), pos );  
}
```

To get the distance between a GameObject and an arbitrary position.
