
Subject: Re: Get nearest building to an object?
Posted by [Jerad2142](#) on Thu, 24 May 2012 14:16:48 GMT
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iRANian wrote on Tue, 22 May 2012 07:33Commands->Find_Nearest_Building(GameObject*) should work.

Does that get it by the controller or by the mesh? I assume it gets it by the controller, which could be incorrect if someone didn't put the controllers on the buildings themselves, or if you're standing on the far end of the airstrip runway.
