Subject: Re: test to see if something stands in an object Posted by robbyke on Thu, 14 Jun 2012 23:49:10 GMT View Forum Message <> Reply to Message

yea i found what went wrong now i use the gameobject list it works fine with distance check(i used vehgameobject list before)

had to expand distance for the turret specific though

thnx for the help anyway

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