
Subject: Re: !para

Posted by [iRANian](#) on Wed, 11 Jul 2012 18:10:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
if (obj->As_PhysicalGameObj() && (Get_Vehicle_Mode(obj) == VEHICLE_TYPE_FLYING)) {  
the As_PhysicalGameObj() call is redundant.
```
