Subject: Find nearest vehicle?
Posted by robbyke on Sat, 07 May 2011 11:51:30 GMT
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is there a way to find the nearest vehicle?

in C++

Subject: Re: Find nearest vehicle?
Posted by Omar007 on Sat, 07 May 2011 15:19:01 GMT
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Something like this should do the trick.

```cpp
GameObject * getClosestVehicle(GameObject *sourceObject)
{
 GenericSLNode *x = SmartGameObjList->HeadNode;
 float closestDist = FLT_MAX;
 Vector3 sourceDist = Commands->Get_Position(sourceObject);
 GameObject *closestVeh = NULL;

 while (x)
 {
  GameObject *o = (GameObject *)x->NodeData;
  if (o && o != sourceObject && Is_Vehicle(o))
  {
   Vector3 TargetPos = Commands->Get_Position(o);
   float distance = Commands->Get_Distance(sourceDist, TargetPos);
   if (distance < closestDist)
   {
    closestDist = distance;
    closestVeh = o;
   }
  }
  x = x->NodeNext;
 }

 return closestVeh;
}
```

NOTE: This code might not be 100% because I wrote it down quickly in Notepad.

Subject: Re: Find nearest vehicle?

Posted by robbyke on Sat, 07 May 2011 16:42:41 GMT
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WOW thnx i wondered if there was an existing code already you just made my work easy

only one small linking error beacause you initialise closestVeh but dont assign anythin to it

edit:
ok that didnt work out as i hoped to

Subject: Re: Find nearest vehicle?
Posted by Omar007 on Sat, 07 May 2011 22:07:01 GMT
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You mean it does not work, or that it does not do what you want?
I'm fairly sure this gets the closest vehicle 0o

Also, if it does not work, please tell me what it is that does not work and don't just say that it doesn't work.

Subject: Re: Find nearest vehicle?
Posted by iRANian on Sat, 07 May 2011 22:13:26 GMT
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initalizing but not using using a variable should link correctly, unless you have 'treat warnings as errors' turned on in your compiler (most compilers warn if variables aren't used).

EDIT: closestVeh is assigned to 'o' in the inner if-loop. So the compiler shouldn't be giving that error.

Subject: Re: Find nearest vehicle?
Posted by danpaul88 on Sat, 07 May 2011 22:15:57 GMT
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What he is saying is that if *no* vehicles are on the map it returns a variable whose value is not defined. It's a simple fix to initialise it to NULL.

Nothing to do with linker errors....

Subject: Re: Find nearest vehicle?
Posted by Omar007 on Sat, 07 May 2011 23:36:03 GMT
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Ok I added ' = NULL'
Though that should not be a problem that prevents this code from working.

Subject: Re: Find nearest vehicle?
Posted by robbyke on Sun, 08 May 2011 09:25:21 GMT
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It didnt work because it does find the nearest vehicle wich is, if your in a vehicle, yourself

and i meant it didnt work as i hoped to, and i didnt really had found out why yet, but with some adjustements i got it to work

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Subject: Re: Find nearest vehicle?
Posted by reborn on Sun, 08 May 2011 10:02:40 GMT
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if (o && Is_Vehicle(o) && o != sourceObject)

Subject: Re: Find nearest vehicle?
Posted by Omar007 on Sun, 08 May 2011 11:06:09 GMT
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robbyke wrote on Sun, 08 May 2011 11:25It didnt work because it does find the nearest vehicle wich is, if your in a vehicle, yourself
reborn wrote on Sun, 08 May 2011 12:02if (o && Is_Vehicle(o) && o != sourceObject)

Right! I did not account for that
Fixed the code above to inlude that check

Subject: Re: Find nearest vehicle?
Posted by saberhawk on Sun, 08 May 2011 11:06:18 GMT
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Also,
float closestDist = FLT_MAX;

Subject: Re: Find nearest vehicle?
Posted by iRANian on Sun, 08 May 2011 12:41:48 GMT

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so what linker error did you get