

# fn\_vbs\_distance2D



<b>Introduced in</b>	
<b>Version:</b>	1.19
<b>Description</b>	
<b>Description:</b>	Returns the distance (in meters) between the two objects or positions, ignoring elevation.
<b>Syntax</b>	
<b>Syntax:</b>	[point1, point2] call <b>fn_vbs_distance2D</b>
<b>Parameters:</b>	<ul style="list-style-type: none"><li>point1: <a href="#">Object</a> or <a href="#">Position-2</a> - First object / position.</li><li>point2: <a href="#">Object</a> or <a href="#">Position-2</a> - Second object / position.</li></ul>
<b>Return Value:</b>	<a href="#">Number</a> - Distance in meters.
<b>Warning</b>	
When using functions in VBS versions <b>older than 3.4</b> , certain limitations and requirements should be kept in mind - the main ones being that capitalization of the function name is crucial, and that <b>#include "vbs2\headers\function_library.hpp"</b> has to be included in every script that utilizes it. More <a href="#">Category VBS Scripting Functions</a> .	
<b>Examples</b>	
<b>Examples:</b>	<code>_dist = [player, getPos Civ1] call fn_vbs_distance2D</code>
<b>Additional Information</b>	
<b>See also:</b>	<a href="#">distance</a> , <a href="#">fn_vbs_vectorDistance</a> , <a href="#">fn_vbs_vectorDistanceSqr</a> , <a href="#">fn_vbs_magnitude</a> , <a href="#">fn_vbs_magnitudeSqr</a> , <a href="#">fn_vbs_distance2D</a> <a href="#">sqr</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes