

findCover



Introduced in	
Version:	1.00
Description	
Description:	Returns the object where the specified unit should find cover. Be aware that the object returned might be too small to actually provide cover (e.g. rocks). <i>Not available in V2.0+!</i>
Syntax	
Syntax:	object findCover [currPosition, hidePosition, maxDist, minDist, visPosition, ignore]
Parameters:	<ul style="list-style-type: none">object: Object - Unit for which to seek covercurrPosition: Position-2 - Center position around which to searchhidePosition: Position-2 - Position from which the unit should hide frommaxDist: Number - Maximum radius to search (optional)minDist: Number - Minimum distance from initial position (optional)visPosition: Position-2 - Position that unit should be able to see from the cover location (optional)ignore: Object - Ignore this object during the cover search (optional)
Return Value:	Object

Examples	
Examples:	<pre>_cover = _hider findCover [getPos _hider, getPos player,50]</pre>
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes