

mapIdToObj



Introduced in	
Version:	1.50
Description	
Description:	Returns a map object.
Syntax	
Syntax:	<code>mapIdToObj [mapId, position]</code>
Parameters:	<ul style="list-style-type: none">• mapId: String - Map ID for searched object.• position: Position-2 - Position the object should be searched for. If the object is not found within 2*Land Grid (see Terrain Configuration in the VBS Developer Reference), the search fails and objNull is returned.
Return Value:	Object - Map object (or objNull , if none found).
Examples	
Examples:	<code>_mapObj = mapIdToObj ["1234", _pos]</code>
Additional Information	
See also:	objToMapId
Multiplayer:	
Problems:	

Notes