

distance



Introduced in	
Version:	1.00
Description	
Description:	Returns the distance in meters between two Object , Position-2 , or (in <i>VBS2 1.24+</i>) Location .
Syntax	
Syntax:	var1 distance var2
Parameters:	<ul style="list-style-type: none">var1: Object, Location (in <i>VBS2 1.24+</i>) or <i>Array</i>-format Position-2var2 or pos2: Object, Location (in <i>VBS2 1.24+</i>) or <i>Array</i>-format Position-2
Return Value:	Number - Distance in meters.
Examples	
Examples:	<code>_meters=player distance _object_meters=player distance [1,2,3]_meters=[1,2,3] distance player_meters=[1,2,3] distance [4,5,6]</code>
Additional Information	
See also:	fn_vbs_vectorDistance , fn_vbs_distance2D
Multiplayer:	
Problems:	

Notes

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Rommel

This returns the map distance, not the vector distance, [0,0,0] distance [0,0,1] can be >1 or <1, not exactly 1; unlike the vector math.