Subject: Re: scripts.dll - get all players?
Posted by jnz on Sun, 28 Jan 2007 22:04:09 GMT
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the only idea i had was to make a array of GameObjects.
make a player join hook.
make a player leave hook

when someone joins, it puts their GameObject in the array. where their ID would be the index of the array.

whe someone leaves it uses their ID as an index in the array to set it to null.

when i want to see all the players just call Get_Player_Count() and loop that many times through the array.