
Subject: [Code] Getting a player's cPlayer Object?

Posted by [Genesis2001](#) on Wed, 21 Jan 2009 18:29:08 GMT

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How do you fetch a player's cPlayer object inside a script?

Can you, for instance, take the following script and cast 'o' as a cPlayer*?

```
void A_Script::Created(GameObject *o)
{
    cPlayer *p = (cPlayer *)o;
}
```

Thanks in advance!
