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

Posted by [jnz](#) on Wed, 21 Jan 2009 18:37:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
inline cPlayer *GetPlayercPlayer(int ID)
{
    for(GenericSLNode *x = PlayerList->HeadNode; x != 0; x = x->NodeNext)
    {
        cPlayer *p = (cPlayer *)x->NodeData;
        if(p && p->IsActive && ID == p->PlayerId)
        {
            return p;
        }
    }
    return 0;
}
```
