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Subject: Re: [Code] Getting a player's cPlayer Object?  
Posted by [Genesis2001](#) on Wed, 21 Jan 2009 18:40:14 GMT  
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RoShamBo wrote on Wed, 21 January 2009 11:37

```
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;
}
```

nice and thanks again!

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