
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 *GetPlayer(cPlayer(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!
