
Subject: local player

Posted by [riddleSkill](#) on Sun, 15 May 2005 09:10:39 GMT

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i searched a lot but not successful, so finally i ask here:

is there a way on client side to get a GameObject pointer to the local player? i found only functions like FindPlayerById...

thx!

respect for jonwil! sometime i do reverse engineering on my own and i know its a lot of work he did! (did you have any private sources? i cant image you did this all without any help or tipps...)

edit: i tried Get_The_Star(), but my renegade crashed
