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Subject: Re: scripts.dll 3.2 WIP update

Posted by [jonwil](#) on Sat, 10 Feb 2007 23:43:28 GMT

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If you look in engine.cpp at any of the GameObject lists (i.e. SmartGameObjList, BuildingGameObjList, BaseGameObjList) and see how the code iterates through those, thats how the player list works.

Basicly is declared as `SList<cPlayer *> *PlayerList`

From there you can iterate through it and look at player names, what team they are on, get their GameObject etc.

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