## Subject: Re: scripts.dll 3.2 WIP update
Posted by jnz on Sun, 11 Feb 2007 01:14:39 GMT

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jonwil wrote on Sat, 10 February 2007 23:43
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.


thats ok, but why like that?