Subject: Re: SEye
Posted by danpaul88 on Wed, 18 Apr 2007 16:29:37 GMT

IIRC there is a function which converts object ID's to player ID's really easily.

Just looked in one of my script files;

int playerID = Get_Player_ID (Commands->Find_Object (objID));

So if you ever add support for gamelog reading in future, that will solve the objid / playerid mismatch.