
Subject: SSGM Help - Fetching a player's ID
Posted by [Genesis2001](#) on Thu, 16 Aug 2007 04:10:35 GMT
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Anyone know how to fetch a player's ID that didn't trigger a command?

example:

MathK1LL: !qkick scar test

The "wildcard" works (Get_Part_Name function) but I can't find a function that will retrieve a player's ID from a name...

Any help is appreciated

-MathK1LL
