Subject: Re: Questions (player objects, stealth vehs)
Posted by reborn on Wed, 09 Dec 2009 09:52:20 GMT

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Maybe add the player ID in the first element of a 2d Array, and then store the object id's of the GameObjects's 'they' created in the Second element of the 2D array.

However, I might look at Vector's if it was me (no, not the vectors used for x,y,z, it's kinda like an array but better because they're dynamic.

Hope this helps.