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Subject: Re: Questions (player objects, stealth vehs)  
Posted by [Hubba](#) on Thu, 10 Dec 2009 16:00:58 GMT  
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reborn wrote on Thu, 10 December 2009 09:43Hmm, it might be better to store all the object ID's of the GameObjects against the PlayerID.

I'm so busy now, but I will try to post some code soon.

Well i don't really get what you mean but what i posted works like this:

```
vector2d[0] <objects ids go here> // player id 0 objects...  
vector2d[1] <objects ids go here> // player id 1 objects...  
vector2d[2] <objects ids go here> // player id 2 objects...  
etc..
```