

---

Subject: Re: FDS Number of players hex location  
Posted by [saberhawk](#) on Tue, 22 Feb 2011 04:26:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No point. It's in cGameData (engine\_game.h), access it like this:  
int current\_players = The\_Game()->CurrentPlayers;

---