

---

Subject: Re: OT: Extending Scripts.dll

Posted by [gibberish](#) on Tue, 27 Jan 2004 01:11:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

gibberish Just wondering if I am extending scripts.dll is there any way in my scripts that I can get:

The current player name ?

The current player score ?

The current number of team-mates killed?

Let me re-phraze that question.

If I have an GameObject \* that represents a player is it possible to retrieve the:

- Player name
- Player score
- Player teammate kill stat.

Additionally would anybody be able to explain how damage works for vehicles if player (A) is in a vehicle and player (B) is on foot and they both shoot at each other.

Damage appears to come from the relevant player objects, however damage can only be done to the player on foot.

Thanks,  
Gib

---