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Subject: [Code] Getting a player's cPlayer Object?  
Posted by [Genesis2001](#) on Wed, 21 Jan 2009 18:29:08 GMT  
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How do you fetch a player's cPlayer object inside a script?

Can you, for instance, take the following script and cast 'o' as a cPlayer\*?

```
void A_Script::Created(GameObject *o)
{
    cPlayer *p = (cPlayer *)o;
}
```

Thanks in advance!

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Subject: Re: [Code] Getting a player's cPlayer Object?  
Posted by [jnz](#) on Wed, 21 Jan 2009 18:37:46 GMT  
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```
inline cPlayer *GetPlayercPlayer(int ID)
{
    for(GenericSLNode *x = PlayerList->HeadNode; x != 0; x = x->NodeNext)
    {
        cPlayer *p = (cPlayer *)x->NodeData;
        if(p && p->IsActive && ID == p->PlayerId)
        {
            return p;
        }
    }
    return 0;
}
```

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Subject: Re: [Code] Getting a player's cPlayer Object?  
Posted by [Genesis2001](#) on Wed, 21 Jan 2009 18:40:14 GMT  
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RoShamBo wrote on Wed, 21 January 2009 11:37

```
inline cPlayer *GetPlayercPlayer(int ID)
{
    for(GenericSLNode *x = PlayerList->HeadNode; x != 0; x = x->NodeNext)
    {
        cPlayer *p = (cPlayer *)x->NodeData;
        if(p && p->IsActive && ID == p->PlayerId)
```

```
{  
  return p;  
}  
}  
return 0;  
}
```

nice and thanks again!

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