
Subject: Re: scripts-2.8 source wont compile
Posted by [jnz](#) on Thu, 27 Jul 2006 21:28:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

how does brenbot know how many players there are in a server, and how does it know if a player even exists? there must be some library that it uses. i found that not many commands in the FDS console are usefull and do not retrun any values to my bot. how does brenbot get a player id? there must be a library that provides loads of suff that is perfect.
