
Subject: Re: scripts.dll 3.0

Posted by [jnz](#) on Sun, 13 Aug 2006 22:30:30 GMT

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help-linux wrote on Sun, 13 August 2006 08:49i was wondering...if you if you have the time. to create a simple function to get player infomation without having to put the whole player just a string eg to get the info you would do:

```
bool team;
int id;
if(get_player_by_id("some_player_name(or part of)", team, id) == -1)
{
    //player doesn't exist...
}
else
{
    //do something with info here
}
```

and you could define it like:

```
int get_player_by_id(const char * player_string, bool &tm, int &ID)
{
    //function here
}
```

i would do this myself but i have no idea to how get player infomation from scripts.dll, i can barely get hooks to work.

this would be very useful to me and other people, the ID in FDS doen't work all the same... it is almost impossible to get a definite id from within a program.

doesn't matter i didn't bother to look in the source very good, even though there isn't a function that directly does it, i could create one, if anyone wants it just ask me.
