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Subject: Re: scripts.dll - get all players?

Posted by [jonwil](#) on Mon, 29 Jan 2007 00:11:12 GMT

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In scripts.dll 3.2, I will be looking into providing some things to iterate over the player list.

I am also considering rewriting a few engine calls such as `Get_Team_Player_Count`, `Steal_Team_Credits` and others to use this new player list iteration.

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