
Subject: Re: scripts.dll 3.2 WIP update
Posted by [jnz](#) on Sat, 10 Feb 2007 16:08:38 GMT
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i gotter ask, how are you going to manage the player info thing?

eg i want an array of all the player in game, can i do something like:

```
GameObject **pArr = Get_All_Players();
```

and mabe things like:

```
GameObject **pArr = Get_All_Team_Players(1);
```
