

---

Subject: Re: SEye

Posted by [jnz](#) on Wed, 18 Apr 2007 16:23:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The most critical thing is the player ID, instead, all i got is the object ID. While yes, i can use it, it just makes everything 10x harder because i already to programmed the paint event to draw player IDs not object IDs.

---