Hey, i have 3 querys about SSGM.
1. Is there a function that tells me if a client is already done with loading the Map?

2. Quote:extern SList<cPlayer *> *PlayerList; //Current player list

Got anyone a good example how can i use this?
Or is there an alternative to run a function on all clients after mapload?

(Need this to check all clients, if there are still in the correct TS Channel after Mapload)

3. Quote:GetMaxPlayerID() Gets the maximum currently used player ID

This is listed in the console.txt but i cant find it in Source?