
Subject: Re: SSGM c++

Posted by [Adad](#) on Sun, 11 Nov 2007 03:44:23 GMT

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1. Below.

2.

```
GenericSLNode *x = PlayerList->HeadNode;
```

```
while (x)
```

```
{
```

```
  if (x->NodeData)
```

```
  {
```

```
    if (((cPlayer *)x->NodeData)->IsInGame)
```

```
    {
```

```
      //bla bla bla...
```

```
    }
```

```
  }
```

```
  x = x->NodeNext;
```

```
}
```

Make a timer to run it every second.

3. It's removed in scripts 3.x afaik.
