
Subject: Re: int Get_Team_Player_Count(int Team)
Posted by [Genesis2001](#) on Wed, 09 Jul 2008 16:30:50 GMT
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I use this from Hex. ^_^

```
int TeamCount(int Team)
{
    int Count = 0;
    for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
    PlayerIter->NodeNext)
    {
        cPlayer *p = (cPlayer *)PlayerIter->NodeData;
        if (p->IsActive && p->PlayerType.Get() == Team)
        {
            Count++;
        }
    }
    return Count;
}
```
