

---

Subject: Re: Questions (player objects, stealth vehs)  
Posted by [reborn](#) on Thu, 10 Dec 2009 15:43:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmm, it might be better to store all the object ID's of the GameObjects against the PlayerID.

I'm so busy now, but I will try to post some code soon.

---