
Subject: Re: Post scripts 4.0 code questions here
Posted by [iRANian](#) on Sat, 10 Sep 2011 22:17:23 GMT
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How do I access cGameData member variables? Using a function like Get_Ip_Address() or directly grabbing the variable tells me that the member is protected.

I'm doing the following:

```
The_Game()->Get_Ip_Address()
```

edit: Ah, you need to use the Get_XXXX() member functions. It gave me an error when I used Get_Ip_Address() for some reason that went away after rebuilding twice.
