Subject: local player
Posted by riddleSkill on Sun, 15 May 2005 09:10:39 GMT
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i searched a lot but not successful, so finally i ask here:

is there a way on client side to get a GameObject pointer to the local player? i found only functions like FindPlayerById...

thx!

respect for jonwil! sometime i do reverse engineering on my own and i know its a lot of work he did! (did you have any private sources? i cant image you did this all without any help or tipps...)

edit: i tried Get_The_Star(), but my renegade crashed

Subject: local player
Posted by Cat998 on Sun, 15 May 2005 16:20:35 GMT
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I think the local player has always the first ID...

Subject: local player
Posted by Sir Kane on Sun, 15 May 2005 17:09:29 GMT
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(int)0x820D98

That gets your local player ID. Use whatever shits.dll/whatever has to retrive the player object.

Subject: local player
Posted by riddleSkill on Sun, 15 May 2005 18:24:30 GMT
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much thanks

how do you get these pointers? reverse engineering or westwood employee?

Subject: local player
Posted by vloktboky on Sun, 15 May 2005 19:44:39 GMT
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