

# player



<b>Introduced in</b>	
<b>Version:</b>	1.00
<b>Description</b>	
<b>Description:</b>	Person controlled by player. In multiplayer, this value is different on each computer. In Intros and Outros, this is not set by default and must be assigned.
<b>Syntax</b>	
<b>Syntax:</b>	<code>player</code>
<b>Parameters:</b>	
<b>Return Value:</b>	Object
<b>Examples</b>	
<b>Examples:</b>	<code>player addRating 500</code>
<b>Additional Information</b>	
<b>See also:</b>	
<b>Multiplayer:</b>	
<b>Problems:</b>	In multiplayer, the command is not initialized in functions called by the Init line or initialization event handlers. To check for the existence of the player object (mainly in JIP situations), you can use the following code: <code>waitUntil {!isNull player}</code>

## Notes