

player



Introduced in	
Version:	1.00
Description	
Description:	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.
Syntax	
Syntax:	<code>player</code>
Parameters:	
Return Value:	Object
Examples	
Examples:	<code>player addRating 500</code>
Additional Information	
See also:	
Multiplayer:	
Problems:	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