

Server-side function

GetPlayerCount

This function returns the number of players currently connected to the server.

Note: `#getElementsByType("player")` works the same as this function but also works client side unlike this function.

Syntax

```
int getPlayerCount ( )
```

OOP Syntax Help! I don't understand this!

Method: *Player.getCount(...)*

Returns

Returns the number of players connected to the server as an int.