

Ignition / PlayersGroup

Namespace **Playniax.Ignition**

Inherits from **MonoBehaviour**

Script can be found in **Assets/Playniax/Framework/Ignition/Scripts (MonoBehaviour)/PlayersGroup.cs**

Class PlayersGroup

Description

Whether the GameObject is 'marked' as a player or not.

PlayerControls and some of the AI and bullet spawners depend on it.

| Public fields | Description |
|-------------------------------------|-------------|
| <code>string id = "Player 1"</code> | Player id. |

| Public Methods | Description |
|--|---|
| <code>static int Count()</code> | Returns the total of active players from the group. |
| <code>static GameObject Get(string id)</code> | Returns the player by id. |
| <code>static GameObject GetFirstAvailable(GameObject locked = null)</code> | Returns the first player from the group. |
| <code>static List GetList()</code> | Returns a list of all players in the group. |
| <code>static GameObject GetRandom(GameObject locked = null)</code> | Returns a random player from the group. |
| <code>static bool IsMember(GameObject gameObject)</code> | Returns whether player is a member of the group or not. |