

getPlayerIdFromName

From Mafia2-Online

Description

This function is used to return the player ID from a players name.

Parameters

(string name)

string name	The name of the player to find
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Return Values

- int - If the player is found, this will return the players ID; otherwise it will return INVALID_ENTITY_ID.

Example

```
?
1 addCommandHandler( "id",
2     function( playerid, name )
3     {
4         if( name.len() > 1 )
5         {
6             local otherid = getPlayerIdFromName( name );
7             if( otherid != INVALID_ENTITY_ID )
8             {
9                 sendPlayerMessage( playerid, getPlayerName( otherid ) + " - " + otherid );
10            }
11            else
12            {
13                sendPlayerMessage( playerid, "Player not found!" );
14            }
15        }
16    }
17);
```

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