getPlayers

This function is used to retrieve table (playerid : playerName) of all current connected players.

Syntax

```
?
1 table getPlayers ()
```

Returns

Table with all currently connected players. For each table entry **key** is an playerId and **value** is an player name.

Example

```
?
1  addEventHandler("onPlayerDisconnected", function(playerid, reason) {
2      local players = getPlayers();
3      local list = "";
4
5      foreach (idx, name in players) {
6          list += ", " + name;
7      }
8
9      sendPlayerMessageToAll("Still active players: " + list);
10});
```

See Also

- log
- getTickCount
- getPlayerCount
- getMaxPlayers
- getServerName
- date
- **getPlayers**
- getVehicles

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