
Subject: Re: Questions (player objects, stealth vehs)
Posted by [Hubba](#) on Thu, 10 Dec 2009 15:20:26 GMT
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Thx for the reply. I looked at vectors and made this:

This is the 2d vector which should store all the player id and the objects.
`vector<vector<int> > vector2d (121, vector<int> (0));`

The input code i have now:

```
int a = Get_Player_ID(obj);  
vector2d[a].push_back (1);
```

This will just add a new element with value "1" to the player-ids vector.

But now my question is: how can I add an ids to the objects I create?
