
Subject: Re: Night Regulator
Posted by [jnz](#) on Fri, 13 Oct 2006 22:52:24 GMT
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here is a snippet from the parse function

```
else if(command == "!gameover")
{
    ostringstream pID_s;
    pID_s << obj->Player_Name;
    if(is_admin(pID_s.str()) == 1)
    {
        oss << "msg Gameover in 5 seconds!";
        Send_Message((char *)oss.str().c_str(), IP2Long(IP), (short)atoi(Port.c_str()));
        Sleep(5000);
        oss.str();
        Send_Message("gameover", IP2Long(IP), (short)atoi(Port.c_str()));
    }
    else
    {
        LOG("get_player_id called on line 535. parse.cpp\n");
        string pID = get_player_id((char *)obj->Player_Name.c_str());
        string id, playername;
        splitstring(pID, ":", id, playername);
        oss << "page " << id << " you need to be an admin to perform this command";
        Send_Message((char *)oss.str().c_str(), IP2Long(IP), (short)atoi(Port.c_str()));
    }
}
```

the reason

```
LOG("get_player_id called on line 535. parse.cpp\n");
```

is there is because i have a bug i am trying to ger rid of
