Subject: Re: Veteran Plugin.
Posted by reborn on Mon, 03 Dec 2007 23:13:52 GMT

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RoShamBo wrote on Mon, 03 December 2007 15:11Just something you should worry about, but otherwise it's good.

Get_Player_Name
Get_Player_Name_By_ID
Get_Wide_Player_Name
Get_Wide_Player_Name_By_ID
WideCharToChar
CharToWideChar

need to be (delete [])-ed


```
const char *pName = Get_Player_Name_By_ID(10);
if(pName)
{
  //use
  delete []pName;
}
```


Just call roshambo the plumber from now on.

Hex wrote on Mon, 03 December 2007 15:30Gen_Blacky wrote on Sun, 02 December 2007 14:19im surprised some 1 would release there Veteran system. theres like 3 or more going around in ren but people don't like sharing.

People do share, but some get annoyed when others demand the source be released

Well, I really don't see the point in with-holding it.
Sure, someone might change some stuff, they might add a blue medal instead of a green one. Or they might make it some crazy extreme veteran system. They might change it drastically and call it there own. Someone might spot some leaky ass code and post it right after you post your source.

Who cares?

People will learn from your code, they might see something and it just clicks. Oh that's why it has it's own separate function, it's called in three different places, so you re-use that code. Or

whatever...

The worst that's gonna happen is it doesn't really work that well, people rip it off, or people laugh at your crappy code.

The best that could happen is a bunch of players enjoy the system, and some eager server owners gets interested or learns from your code. He might be able to make some improvements...

Look at SSGM, i'm pretty sure if it wasn't for vloktboky then we wouldn't have that right now. But it's only because Whitedragon carried it on that it is what it is today. Yet allot people on this forum wont of even heard of him. Don't let your own ego get in the way. It's the hardest thing to let go of in life.