
Subject: Re: Code Release - !ping command
Posted by [jnz](#) on Wed, 23 Jan 2008 17:10:34 GMT

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```
Cat998 wrote on Wed, 23 January 2008 15:58class PingChatCommand : public
ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    char msg[256];
    sprintf(msg, "message %s, your ping is %d.", Get_Player_Name_By_ID(ID), Get_Ping(ID));
    Console_Input(msg);

}
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

memory leak.

```
class PingChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    char msg[256];
    sprintf(msg, "message %S, your ping is %d.", Get_Wide_Player_Name_By_ID(ID),
Get_Ping(ID));
    Console_Input(msg);

}
};
ChatCommandRegistrant<PingChatCommand>
PingChatCommandReg("!ping",CHATTYPE_ALL,0,GAMEMODE_ALL);
```
