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Subject: Re: get\_part\_name, chathooks and strings  
Posted by [cAmpa](#) on Sun, 11 Jan 2009 15:04:13 GMT  
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In "GameObject \*Get\_Part\_Name(const char \*name1)" is a small bug,  
replace

if (!stristr(name,name1))

with

if (stristr(name,name1))

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