
Subject: Re: get_part_name, chathooks and strings

Posted by [jnz](#) on Sun, 11 Jan 2009 15:30:39 GMT

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```
int FindPlayer(const char *Part) //-2: not unique, -1: not found
{
    int Player = -1;
    for(GenericSLNode *x = PlayerList->HeadNode; x != 0; x = x->NodeNext)
    {
        cPlayer *p = (cPlayer *)x->NodeData;
        if(p && p->IsActive)
        {
            const char *pName = WideCharToChar(p->PlayerName);
            if(stricmp(pName, Part) == 0)
            {
                delete []pName;
                Player = p->PlayerId;
                break;
            }
            if(stristr(pName, Part))
            {
                if(Player >= 0)
                {
                    delete []pName;
                    return -2;
                }
                else
                {
                    Player = p->PlayerId;
                }
            }
            delete []pName;
        }
    }
    return Player;
}
```