Subject: Re: get_part_name, chathooks and strings
Posted by jnz on Sun, 11 Jan 2009 16:16:20 GMT

With Get_Part_Name, if a player has a sub string of another player's name, it is impossible to get it.

Lets say we have RoShamBo and ShamBo in game, you will never be able to get ShamBo with Get_Part_Name.