Subject: Re: get_part_name, chathooks and strings
Posted by Genesis2001 on Sun, 18 Jan 2009 03:37:57 GMT
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RoShamBo wrote on Sun, 11 January 2009 08:30
```
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;
}
```


Nice