Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Jerad2142 on Fri, 12 Nov 2010 15:53:28 GMT

jnz wrote on Fri, 12 November 2010 05:152 mem leaks there.

std::string sender = Get_Player_Name_By_ID(ID);

name = Get_Player_Name(obj);

Appropriate changes would be:

const char *sender_cstr = Get_Player_Name_By_ID(ID);
std::string sender(sender_cstr);
delete []sender_cstr;

const char *name_cstr = Get_Player_Name(obj);
name = std::string(name_cstr); //you don't need to explicitly call the ctor as the assignment
operator is overloaded. Just added for clarity.
delete []name_cstr;

Incorrect, you only have to worry about deleting it if you had new char *, otherwise all the * does is
auto allocate the size of the array of chars, and is still cleaned up like any normal variable.