
Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by [cAmpa](#) on Fri, 12 Nov 2010 16:25:01 GMT
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Jerad Gray wrote on Fri, 12 November 2010 16:53jnz 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.

Look into Get_Player_Name.
