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Subject: Re: [Plug-in] SSGM2.02 Ping Plugin  
Posted by [Xpert](#) on Fri, 12 Nov 2010 20:25:48 GMT  
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reborn wrote on Fri, 12 November 2010 04:45: Did you use my code as an example? I think I fixed the bug in `get_part_names` for that to work, you should post that too.

Good effort!

Ahh yes I forgot about that.

`engine_player.cpp`

```
int Get_Part_Names(const char *name1)
{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    while (x)
    {
        GameObject *o = As_ScriptableGameObj((GameObject *)x->NodeData);
        if (o && Commands->Is_A_Star(o) && As_SoldierGameObj(o)){
            const char *name = Get_Player_Name(o);
            if (stristr(name,name1))
            {
                count++;
            }
            delete[] name;
        }
        x = x->NodeNext;
    }
    return count;
}
```

```
const char *Get_Player_Name(GameObject *obj)
{
    if (!Commands->Get_ID(obj) || !obj)
    {
        return newstr("None");
    }
    GameObject *o = As_SoldierGameObj(obj);
    char *c = (char *)o;
    if (!o)
    {
        return newstr("None");
    }
    c += 0x960;
    cPlayer *x = (cPlayer *)*(unsigned int *)c;
```

```
if (!x)
{
    return newstr("None");
}
return WideCharToChar(x->PlayerName);
}
```

```
const char *Get_Player_Name_By_ID(int PlayerID)
{
    cPlayer *x = FindPlayer(PlayerID);
    if (!x)
    {
        return 0;
    }
    return WideCharToChar(x->PlayerName);
}
```

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