
Subject: Re: [SSGM 4.0 Plugin] RadioCommands
Posted by [Whitedragon](#) on Thu, 05 Jul 2012 08:40:49 GMT
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You're leaking memory. You could rewrite the entire thing as simply:

```
Console_Output("[Radio] %ls:  
%ls\n",Get_Wide_Player_Name_By_ID(PlayerID),TranslateDBClass::Get_String(AnnouncementID));
```
