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Subject: [SSGM Plugin] SpaceOut  
Posted by [roszek](#) on Sat, 08 Sep 2012 00:36:07 GMT  
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After going through some source code of one of iran's plugins (that one called "join name regulator"), I threw together a simple plugin that changes spaces in nicks to underscores.

It seems to work and did not crash any servers I tested it on.

For 4.0

```
Toggle Spoiler#include "General.h"
#include "SpaceOut.h"
#include "engine_tt.h"
#include "engine_io.h"
#include "gmgame.h"
```

```
void Console(const char *Format, ...)
{
    char buffer[256];
    va_list va;
    _crt_va_start(va, Format);
    vsnprintf(buffer, 256, Format, va);
    va_end(va);
    Console_Input(buffer);
}
```

```
bool checkChars( WideStringClass incName ,int ID )
{
    char* name = StringClass(incName).Peek_Buffer();
    bool it=false;
    int size = Find_Player(ID)->PlayerName.Get_Length();
    int i = 0;
    for ( ; i<size ; i++ )
    {
        if( name[i] == ' ')
        {
            name[i] = '_';
            it = true;
        }
    }

    if(it)
        Find_Player(ID)->PlayerName = name;
    return(it);
}
```

```

}

void SpaceOut::OnPlayerJoin(int PlayerID, const char *PlayerName)
{
    WideStringClass aNick = Find_Player(PlayerID)->PlayerName;

    if(checkChars(Find_Player(PlayerID)->PlayerName ,PlayerID))
        Console("PAMSG %d Your name has been changed from: '%S' to: '%S'", PlayerID, aNick
        ,Find_Player(PlayerID)->PlayerName);
}

SpaceOut::SpaceOut()
{
    RegisterEvent(EVENT_PLAYER_JOIN_HOOK,this);
}

SpaceOut::~SpaceOut()
{
    UnregisterEvent(EVENT_PLAYER_JOIN_HOOK,this);
}

SpaceOut spaceout;

extern "C" __declspec(dllexport) Plugin* Plugin_Init()
{
    return &spaceout;
}

```

## File Attachments

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- 1) [SpaceOut.rar](#), downloaded 280 times
- 2) [so.jpg](#), downloaded 1266 times

```
FPS = 60, SFPS = 60, PING = 17, KBPS = 15
Team
1 GDI
0 Nod
Player
1. seems_to_work
Score
0
0
```

**Admin Message from Host**

Your name has been changed from: 'seems to work' to:  
'seems\_to\_work'

Okay