
Subject: Re: [SSGM Plugin] Ping
Posted by [Neijwiert](#) on Mon, 11 Aug 2014 09:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can replace this construction:

"Find_Player(Get_Player_Name_By_ID(PlayerID))->Get_GameObj();" with this
"Get_GameObj(PlayerID)". Which is also fail-safe and a shorter line

EDIT:

also im pretty sure Get_Player_Name_By_ID causes a memory leak. because it creates a new char array and probably uses WideCharToChar engine call.
