
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);
}

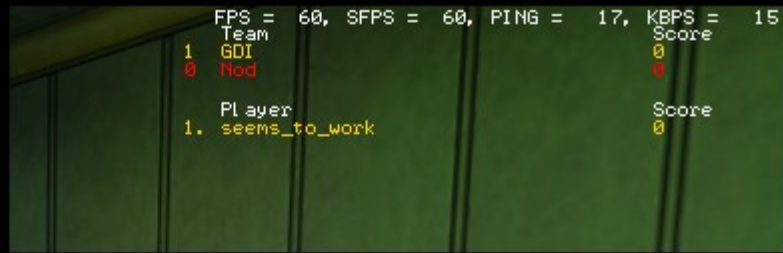
SpaceOut spaceout;

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

```

File Attachments

- 1) [SpaceOut.rar](#), downloaded 129 times
- 2) [so.jpg](#), downloaded 418 times



Admin Message from Host

Your name has been changed from: 'seems to work' to:
'seems_to_work'

Okay

Subject: Re: [SSGM Plugin] SpaceOut
Posted by [iRANian](#) on Sat, 08 Sep 2012 21:29:22 GMT
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This should work too.

```
bool Replace_Spaces_Name(int id)
{
    StringClass name = StringClass(Find_Player(id)->PlayerName);
    bool foundSpace = false;

    for (int i = 0, e = name.Get_Length(); i < e; i++)
    {
        if( name[i] == ' ')
        {
            name[i] = '_';
            foundSpace = true;
        }
    }

    if( foundSpace )
    {
        Find_Player(ID)->PlayerName = name;
    }
}
```

```
    return true;
  }
  return false;
}
```
