

---

Subject: [SSGM Plugin] Ping  
Posted by [roszek](#) on Mon, 11 Aug 2014 07:52:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a very simple SSGM plugin that allows you to check your ping or check other players' pings.

[Plugins]  
00=BanSystem.dll  
01=Mute.dll  
02=Ping.dll

---

### File Attachments

1) [Ping.rar](#), downloaded 169 times

---

---

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.

---

---

Subject: Re: [SSGM Plugin] Ping  
Posted by [Xpert](#) on Mon, 11 Aug 2014 13:22:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Neijwiert wrote on Mon, 11 August 2014 05:49  
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.

It does. You're better off using something like

```
GameObject *sender = Get_GameObj(PlayerID);  
Get_Wide_Player_Name(sender));
```

---

---

Subject: Re: [SSGM Plugin] Ping  
Posted by [reborn](#) on Mon, 11 Aug 2014 14:34:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Congratualtions and well done on making a public release!

---

---

Subject: Re: [SSGM Plugin] Ping  
Posted by [roszek](#) on Mon, 11 Aug 2014 19:54:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Xpert wrote on Mon, 11 August 2014 06:22Neijwier wrote on Mon, 11 August 2014 05:49  
also im pretty sure Get\_Player\_Name\_By\_ID causes a memory leak. becouse it creates a new  
char array and probably uses WideCharToChar engine call.

It does. You're better off using something like

```
GameObject *sender = Get_GameObj(PlayerID);  
Get_Wide_Player_Name(sender);
```

Fixed, re-uploaded, and thanks for the advice.

---