Subject: Check this out.
Posted by Sir Kane on Mon, 09 Aug 2004 18:14:22 GMT

It's just funny how some of JW's code has EXACTLY the same variable/paremter names as my code. And I don't think anyone besides me would call them "_ptr" (which is called so because ptr is an assembler keyword).

```
GameObject *Get_GameObj(int ID)
{
 unsigned long _ptr = FindPlayer(ID);
```
Pretty weird, isn't it? He was supposed to remove any BHS.dll source, but yet he didn't, copied assembly code and remade it in C++ code. Be intelligent enough to use different variable/paramter names next time, idiot.