Subject: Re: get_player_name(poker)
Posted by Cat998 on Fri, 23 Jun 2006 16:03:21 GMT
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=HT=T-Bird wrote on Fri, 23 June 2006 14:10dead6re wrote on Fri, 23 June 2006 02:40
char PName[255];
PName = Get_Player_Name(poker);
printf("Poked - Player Name: %s\n", PName);

That should get you the name.
Although, player names longer than 255 characters will cause that snippet of code to fail miserably (think std::string).

scripts.dll does not allow nick names longer than 35 chars.
Use printf("Poked - Player Name: %s\n", Get_Player_Name(poker));