Subject: Re: Official HL bot thread
Posted by jnz on Fri, 01 Sep 2006 11:33:05 GMT
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iv run into a stupid problem, here is alittle code:

```
cout << "player_name - " << player_name << endl;
string pID = get_player_id((char *)player_name.c_str());
if(pID == "NULL")
{
 return;
}
string id, playername;
splitstring(pID, ": ", id, playername);
playerobj *obj;
obj = get_player_obj(atoi(id.c_str()));
cout << "ID = " << obj->Player_ID << "<<  score = " << obj->Player_Score << endl;


if(obj == NULL)
{
 return;
}
```

but if i do this:

```
string pID = get_player_id((char *)player_name.c_str());
if(pID == "NULL")
{
 return;
}
string id, playername;
splitstring(pID, ": ", id, playername);
playerobj *obj;
obj = get_player_obj(atoi(id.c_str()));


if(obj == NULL)
{
 return;
}
```

it wont work properly. why would a "cout" affect it?
this is in the main parse function btw.