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"


```cpp
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);
```

```cpp
}

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;
}
```
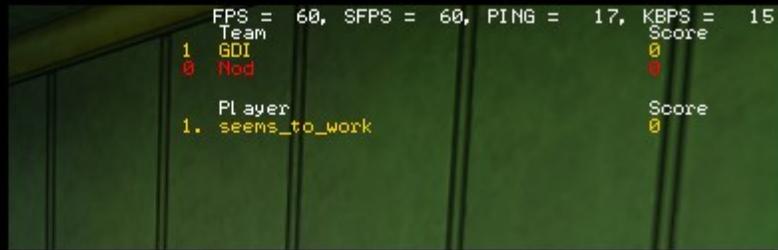

Subject: Re: [SSGM Plugin] SpaceOut
Posted by iRANian on Sat, 08 Sep 2012 21:29:22 GMT
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This should work too.

```
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;
}
```