Subject: [SSGM Plugin] Ping
Posted by roszek on Mon, 11 Aug 2014 07:52:04 GMT

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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 301 times
```

Subject: Re: [SSGM Plugin] Ping
Posted by Neijwiert on Mon, 11 Aug 2014 09:49:42 GMT

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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. becouse 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

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Neijwiert 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));

Subject: Re: [SSGM Plugin] Ping
Posted by reborn on Mon, 11 Aug 2014 14:34:09 GMT
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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
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Xpert wrote on Mon, 11 August 2014 06:22Neijwiert wrote on Mon, 11 August 2014 05:49
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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.