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Subject: Re: scripts.dll 2.6 and beoynd

Posted by [theplague](#) on Wed, 22 Mar 2006 01:12:01 GMT

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nice work JW. here are two scripts people might find interesting...

pass a part of a name to this and it'll find the first person with that part of the name

```
GameObject *Get_Part_Name(const char *name1) {
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    GameObject *current;
    std::string name = StringToLower(name1);
    while (x != 0) {
        GameObject *o = As_SoldierGameObj((GameObject *)x->NodeData);
        if (o != 0) {
            std::string pname = StringToLower(Get_Player_Name(o));
            if (pname.find(name) != std::string::npos) {
                current = o;
                count++;
            }
        }
        x = x->NodeNext;
    }
    if (count == 1 && current && Commands->Get_ID(current)) return current;
    else return 0;
}
```

This is just to see how many people have this part in their names

```
int Get_Part_Names(const char *name1) {
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    std::string name = StringToLower(name1);
    while (x != 0) {
        GameObject *o = As_SoldierGameObj((GameObject *)x->NodeData);
        if (o != 0) {
            std::string pname = StringToLower(Get_Player_Name(o));
            if (pname.find(name) != std::string::npos) {
                count++;
            }
        }
        x = x->NodeNext;
    }
    return count;
}
```

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