
Subject: Re: get_player_name(poker)
Posted by [dead6re](#) on Fri, 23 Jun 2006 07:40:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
char PName[255];  
PName = Get_Player_Name(poker);  
printf("Poked - Player Name: %s\n", PName);
```

That should get you the name.
