
Subject: Re: get_player_name(poker)

Posted by =HT=T-Bird on Fri, 23 Jun 2006 12:10:52 GMT

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dead6re wrote on Fri, 23 June 2006 02:40

```
char PName[255];
```

```
PName = Get_Player_Name(poker);
```

```
printf("Poked - Player Name: %s\n", PName);
```

That should get you the name.

Although, player names longer than 255 characters will cause that snippet of code to fail miserably (think std::string).
