
Subject: Re: Veteran Plugin.

Posted by [jnz](#) on Tue, 04 Dec 2007 07:45:23 GMT

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Yes, Get_Wide_Player_Name doesn't need to be deleted.

```
const char *Get_Player_Name_By_ID(int PlayerID)
{
    cPlayer *x = FindPlayer(PlayerID);
    if (!x)
    {
        return 0;
    }
    return WideCharToChar(x->PlayerName);
}
```

```
const char *WideCharToChar(const wchar_t *wcs)
{
    if (!wcs)
    {
        char *c = new char[2];
        c[0] = 0;
        c[1] = 0;
        return c;
    }
    int length = wcslen(wcs);
    char *text = new char[length+1];
    wcstombs(text,wcs,length+1);
    return text;
}
```