
Subject: Re: get_part_name, chathooks and strings
Posted by [reborn](#) on Sat, 17 Jan 2009 11:01:55 GMT
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cAmpa wrote on Sun, 11 January 2009 10:04In "GameObject *Get_Part_Name(const char *name1)" is a small bug,
replace

```
if (!stristr(name,name1))
```

with

```
if (stristr(name,name1))
```

This bug also exists in the "Get_Part_Names" function too. It needs to be changed to:

```
int Get_Part_Names(const char *name1)
{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    while (x)
    {
        GameObject *o = As_SoldierGameObj((GameObject *)x->NodeData);
        if (o /*&& Commands->Is_A_Star(o)*/)
        {
            const char *name = Get_Player_Name(o);
            if (stristr(name,name1))
            {
                count++;
            }
            delete[] name;
        }
        x = x->NodeNext;
    }
    return count;
}
```

Just an FYI if anyone ever wondered why it doesn't work how they might expect it to.
