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Subject: Re: C++ help question

Posted by [jnz](#) on Wed, 22 Apr 2009 06:53:06 GMT

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```
if (VetInfo[i].PlayerName == Get_Player_Name_By_ID(ID)) {
```

Very bad

Use:

```
const char *pName = Get_Player_Name_By_ID(ID);
if(!pName) return 0;
if (strcmp(VetInfo[i].PlayerName.c_str(), pName) == 0) {
...
}
delete []pName;
```

```
int Points = VetCheckPoints(Get_Player_ID(sender));
float health = Commands->Get_Max_Health(obj);
float armor = Commands->Get_Shield_Strength(obj);
```

```
if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
```

Bad

Use:

```
if(!Commands->Is_A_Star(sender)) return;
```

```
int Points = VetCheckPoints(Get_Player_ID(sender));
float health = Commands->Get_Max_Health(obj);
float armor = Commands->Get_Shield_Strength(obj);
```

```
if (message == CUSTOM_EVENT_VEHICLE_ENTER) {
```

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