
Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by [ExEric3](#) on Sun, 14 Nov 2010 06:59:46 GMT
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Xpert wrote on Fri, 12 November 2010 08:41 This is an old bump, I know, but I was browsing the forums to see if there's anything I can make use for myself and I came across this. So I decided to show mine, I'll paste it. Maybe if Exeric still browse these forums, you can make use of it too? You don't have to put the whole player's name.

```
class ConnectionChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty()) {
    GameObject *obj;
    std::string name = Text[1].c_str();
    std::string sender = Get_Player_Name_By_ID(ID);
    int amount = 0;
    amount = Get_Part_Names(name.c_str());
    if (amount == 1) {
        obj = Get_Part_Name(name.c_str());
        int PID = Get_Player_ID(obj);
        name = Get_Player_Name(obj);
        if (ID != PID) {
            Console_Input(StrFormat("ppage %d Connection for %s -> Ping: %d; Kbits: %d; Used
bandwidth: %d;",ID,name.c_str(),Get_Ping(PID),Get_Kbits(PID),Get_Bandwidth(PID)).c_str());
        }
        else {
            Console_Input(StrFormat("ppage %d Your connection -> Ping: %d; Kbits: %d; Used
bandwidth: %d;",ID,Get_Ping(ID),Get_Kbits(ID),Get_Bandwidth(ID)).c_str());
        }
    }
    else if (amount == 0) {
        Console_Input(StrFormat("ppage %d Player not found.",ID).c_str());
        return;
    }
    else if (amount > 1) {
        obj = Get_GameObj_By_Player_Name(name.c_str());
        if (!obj) {
            Console_Input(StrFormat("ppage %d There are %i players with that substring, please make
the name more unique.",ID,amount).c_str());
            return;
        }
    }
    else {
        Console_Input(StrFormat("ppage %d Your connection -> Ping: %d; Kbits: %d; Used bandwidth:
%d;",ID, Get_Ping(ID), Get_Kbits(ID), Get_Bandwidth(ID)).c_str());
    }
}
```

```
}  
}  
};  
ChatCommandRegistrant<ConnectionChatCommand>  
ConnectionChatCommandReg("!ping;!lag",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Thanks for your code. For you all works? Because when I use in game !ping partname FDS crash with this:

Exception occurred at 0x38D1B717 (No Owner)
The Renegade FDS tried to write to address 0x38d1b717 (No Owner)

Yeah I updated engine_player.cpp which you posted here.
