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Subject: Re: [Plug-in] SSGM2.02 Ping Plugin  
Posted by [Xpert](#) on Sun, 14 Nov 2010 08:37:32 GMT  
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Get\_Part\_Name was also fixed by reborn, I forgot to paste that too.

```
GameObject *Get_Part_Name(const char *name1)
{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    GameObject *current = 0;
    while (x)
    {
        GameObject *o = As_ScriptableGameObj((GameObject *)x->NodeData);
        if (o && Commands->Is_A_Star(o) && As_SoldierGameObj(o)){
            const char *name = Get_Player_Name(o);
            if (stristr(name,name1))
            {
                current = o;
                count++;
            }
            delete[] name;
        }
        x = x->NodeNext;
    }
    if ((count == 1) && (current) && (Commands->Get_ID(current)))
    {
        return current;
    }
    else
    {
        return 0;
    }
}
```

It should work now with this.

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