Subject: Re: weird reaction with const w_chart
Posted by iRANian on Sun, 11 Mar 2012 16:07:19 GMT
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If you modify Activate() to take a Tokenizer object instead of StringClass, you could write commands in a similar way to this:

```
void Ping::Activate(int ID, int Type, Tokenizer Msg)
{
 if (Msg.Size() > 1)
 {
  int Count = Functions::Get_Part_Names_Fixed(Msg[2]);
  if (Count < 1)
  {
   Functions::Page(ID,"Player not found.");
  }
  else if (Count > 1)
  {
   Functions::Page(ID, "Multiple players found.");
  }
  else
  {
   int OtherID = Get_Player_ID(Functions::Get_Part_Name_Fixed(Msg[2]));
   Player_t* p = Player::Get(OtherID);
   Functions::Page(ID,"%s's ping is %d.", p->Nick, Get_Ping(p->PlayerId));
  }
 }
 else
 {
  Functions::Page(ID,"Your ping is %d.", Get_Ping(ID));
 }
}
```