
Subject: Re: [SSGM 4.0 Plugin] RadioCommands
Posted by [Xpert](#) on Thu, 05 Jul 2012 12:52:47 GMT
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Whitedragon wrote on Thu, 05 July 2012 04:40 You're leaking memory. You could rewrite the entire thing as simply:

```
Console_Output("[Radio] %ls:  
%ls\n",Get_Wide_Player_Name_By_ID(PlayerID),TranslateDBClass::Get_String(AnnouncementID));
```

If I remember correctly, `Get_Wide_Player_Name_By_ID` doesn't exist in SSGM 4.0, or am I not seeing it?

iRANian wrote on Thu, 05 July 2012 05:18 You're right, should use `Get_Wide_Player_Name()` or `Find_Player(PlayerID)->PlayerName`, and change the '%s' to a '%S' in the format string.

I don't know why but in my private code, I did use `Get_Wide_Player_Name()` instead of `Get_Player_Name_By_ID`.

Updated 1st post with v2.
