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Subject: Re: [SSGM Plugin] SpaceOut  
Posted by [iRANian](#) on Sat, 08 Sep 2012 21:29:22 GMT  
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This should work too.

```
bool Replace_Spaces_Name(int id)
{
    StringClass name = StringClass(Find_Player(id)->PlayerName);
    bool foundSpace = false;

    for (int i = 0, e = name.Get_Length(); i < e; i++)
    {
        if( name[i] == ' ')
        {
            name[i] = '_';
            foundSpace = true;
        }
    }

    if( foundSpace )
    {
        Find_Player(ID)->PlayerName = name;
        return true;
    }
    return false;
}
```

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