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Subject: Re: [SSGM Plugin] Ping  
Posted by [Xpert](#) on Mon, 11 Aug 2014 13:22:54 GMT  
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Neijwiert wrote on Mon, 11 August 2014 05:49  
also im pretty sure Get\_Player\_Name\_By\_ID causes a memory leak. because it creates a new char array and probably uses WideCharToChar engine call.

It does. You're better off using something like

```
GameObject *sender = Get_GameObj(PlayerID);  
Get_Wide_Player_Name(sender);
```

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