
Subject: AOW Servers: Enjoy

Posted by [Sir Kane](#) on Sun, 30 May 2004 09:51:59 GMT

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I made update functions to get the player name a while ago:

```
wchar_t *GetName(unsigned long ptr_) {  
    __asm {  
        mov edx, [ptr_]   
        mov eax, dword ptr[edx + 758h]  
    };  
}
```

```
char *Read16BitString(wchar_t *str) {  
    char *result = (char *)malloc(wcslen(str) + 1);  
    sprintf(result, "%S", str);  
    return result;  
}
```
