
Subject: get_player_name(poker)
Posted by [sycar](#) on Fri, 16 Jun 2006 13:27:34 GMT
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Hi guys,

im using a poke script, but i want to get the name of the person who 'poked' it. I've tried get_player_name(poker) but it only gets the ID not the name. Any ideas of what i can do?

Thanks buffymaniack

Subject: Re: get_player_name(poker)
Posted by [ghost](#) on Sat, 17 Jun 2006 03:06:57 GMT
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This script would be very usefull

Subject: Re: get_player_name(poker)
Posted by [theplague](#) on Sat, 17 Jun 2006 03:53:03 GMT
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can't you just get name from that id? -_-

do the poked thing and get the obj, then...

```
Get_Player_Name_by_ID(Get_ID(obj));
```

Subject: Re: get_player_name(poker)
Posted by [Whitedragon](#) on Sat, 17 Jun 2006 04:19:53 GMT
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Get_Player_Name(poker) is the correct way to get their name, ive used it before and it works fine.

Subject: Re: get_player_name(poker)
Posted by [sycar](#) on Sat, 17 Jun 2006 12:11:24 GMT
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When i use get_player_name(poker) all it gets is 66328212 this doesnt look like a player id to me? is it the object id or something? and how do i get the players name?

Thanks buffymanaick

Subject: Re: get_player_name(poker)
Posted by [sycar](#) on Thu, 22 Jun 2006 20:00:21 GMT
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bump

jonwill any ideas?

Subject: Re: get_player_name(poker)
Posted by [Cat998](#) on Thu, 22 Jun 2006 21:13:51 GMT
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Learning C++ before using it would solve it

Subject: Re: get_player_name(poker)
Posted by [danpaul88](#) on Thu, 22 Jun 2006 21:27:03 GMT
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I expect your putting the return value from the get_poker_name into an INT variable, so what you are getting is a numerical value relating to what the players name is. I can't remember what they call the text variable type in C++, but if it's the same as java it will be String

Subject: Re: get_player_name(poker)
Posted by [bandie63](#) on Thu, 22 Jun 2006 21:43:20 GMT
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danpaul88 wrote on Thu, 22 June 2006 18:27I expect your putting the return value from the get_poker_name into an INT variable, so what you are getting is a numerical value relating to what the players name is. I can't remember what they call the text variable type in C++, but if it's the same as java it will be String

Yeah, it's string.

Subject: Re: get_player_name(poker)
Posted by [sycar](#) on Thu, 22 Jun 2006 22:05:49 GMT
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for your information i do know some c++ and am actually in the process of improving my knowledge right now, i have a book you see lol! and you were right a stupid programmers error, wrong variable type.

Subject: Re: get_player_name(poker)
Posted by [danpaul88](#) on Thu, 22 Jun 2006 22:11:10 GMT
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glad to have helped, thankfully PHP does not particularly care what the variable types are, so I only get those problems when doing Java code, which I don't do half of much of as I do PHP code...

Subject: Re: get_player_name(poker)
Posted by [dead6re](#) on Fri, 23 Jun 2006 07:40:09 GMT
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```
char PName[255];  
PName = Get_Player_Name(poker);  
printf("Poked - Player Name: %s\n", PName);
```

That should get you the name.

Subject: Re: get_player_name(poker)
Posted by [=HT=T-Bird](#) on Fri, 23 Jun 2006 12:10:52 GMT
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```
dead6re wrote on Fri, 23 June 2006 02:40  
char PName[255];  
PName = Get_Player_Name(poker);  
printf("Poked - Player Name: %s\n", PName);
```

That should get you the name.
Although, player names longer than 255 characters will cause that snippet of code to fail miserably (think std::string).

Subject: Re: get_player_name(poker)
Posted by [Cat998](#) on Fri, 23 Jun 2006 16:03:21 GMT
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```
=HT=T-Bird wrote on Fri, 23 June 2006 14:10  
dead6re wrote on Fri, 23 June 2006 02:40  
char PName[255];  
PName = Get_Player_Name(poker);  
printf("Poked - Player Name: %s\n", PName);
```

That should get you the name.

Although, player names longer than 255 characters will cause that snippet of code to fail miserably (think std::string).

scripts.dll does not allow nick names longer than 35 chars.

Use `printf("Poked - Player Name: %s\n", Get_Player_Name(poker));`

Subject: Re: get_player_name(poker)

Posted by [dead6re](#) on Fri, 23 Jun 2006 16:27:45 GMT

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I used the variable PName so he could understand how to store the name, although I could have just used printf and not stored the name. Just helps with his learning.
