
Subject: get_part_name, chathooks and strings
Posted by [reborn](#) on Sun, 11 Jan 2009 14:25:30 GMT
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I wanted to make it easier to get the `GameObject *` of a player by typing his name out. Then I found it was slightly annoying when players had stupid names like "11||1!||\1\!||\11\11||", so I experimented with "Get_Part_Name". However, the function never seems to return a gameobject no matter how unique I start typing there name...

Here is a little chat hook I made to test the function out:

```
class testChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);

    if (!Text[1].empty()) {

std::string player = Text[1].c_str();

GameObject *pobj = Get_GameObj_By_Player_Name(player.c_str());

if(!pobj){
Console_Input(StrFormat("ppage %d You typed %s, there is no exact match to this
name.",ID,player.c_str()).c_str());
}
else{
Console_Input(StrFormat("ppage %d You typed %s, i've found this player and I confirm his name
is %s.",ID,player.c_str(),Get_Player_Name(pobj)).c_str());
}
GameObject *pobj2;
pobj2 = Get_Part_Name(player.c_str());
if(!pobj2){
Console_Input(StrFormat("ppage %d You typed %s, the name is not unique enough to
find.",ID,player.c_str()).c_str());
}
else{
Console_Input(StrFormat("ppage %d You typed %s, you probably mean
%s.",ID,player.c_str(),Get_Player_Name(pobj2)).c_str());
}
}
};
ChatCommandRegistrant<testChatCommand>
testChatCommandReg("!find",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

I used this chathook in a server with twenty players, I typed out a few players names that was

long, but just missed off the last letter. I was always paged that the name was not unique enough.

Is there something wrong with the way I am using the function `Get_Part_Name`, or is the function itself not working how it should?

`Get_Part_Name` function is here if you can't be bothered to look it up

```
GameObject *Get_Part_Name(const char *name1)
{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    GameObject *current = 0;
    while (x)
    {
        GameObject *o = As_SoldierGameObj((GameObject *)x->NodeData);
        if (o)
        {
            const char *name = Get_Player_Name(o);
            if (!stristr(name,name1))
            {
                current = o;
                count++;
            }
            delete[] name;
        }
        x = x->NodeNext;
    }
    if ((count == 1) && (current) && (Commands->Get_ID(current)))
    {
        return current;
    }
    else
    {
        return 0;
    }
}
```

Subject: Re: `get_part_name`, chathooks and strings
Posted by [cAmpa](#) on Sun, 11 Jan 2009 15:04:13 GMT
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In "`GameObject *Get_Part_Name(const char *name1)`" is a small bug,
replace

```
if (!stristr(name,name1))
```

with

```
if (stristr(name,name1))
```

Subject: Re: get_part_name, chathooks and strings
Posted by [reborn](#) on Sun, 11 Jan 2009 15:05:10 GMT
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This fix works, Campa is the man.

Subject: Re: get_part_name, chathooks and strings
Posted by [jnz](#) on Sun, 11 Jan 2009 15:30:39 GMT
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```
int FindPlayer(const char *Part) //-2: not unique, -1: not found
{
    int Player = -1;
    for(GenericSLNode *x = PlayerList->HeadNode; x != 0; x = x->NodeNext)
    {
        cPlayer *p = (cPlayer *)x->NodeData;
        if(p && p->IsActive)
        {
            const char *pName = WideCharToChar(p->PlayerName);
            if(stricmp(pName, Part) == 0)
            {
                delete []pName;
                Player = p->PlayerId;
                break;
            }
            if(stristr(pName, Part))
            {
                if(Player >= 0)
                {
                    delete []pName;
                    return -2;
                }
                else
                {
                    Player = p->PlayerId;
                }
            }
        }
        delete []pName;
    }
}
```

```
}  
return Player;  
}
```

Subject: Re: get_part_name, chathooks and strings
Posted by [mrÅ£Ä\\$Ä-z](#) on Sun, 11 Jan 2009 16:08:13 GMT
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"remeber RoShAmBo is always right :P"

Subject: Re: get_part_name, chathooks and strings
Posted by [jnZ](#) on Sun, 11 Jan 2009 16:16:20 GMT
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With Get_Part_Name, if a player has a sub string of another player's name, it is impossible to get it.

Lets say we have RoShamBo and ShamBo in game, you will never be able to get ShamBo with Get_Part_Name.

Subject: Re: get_part_name, chathooks and strings
Posted by [reborn](#) on Sun, 11 Jan 2009 20:25:04 GMT
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Some really interesting results have come out of this thread. Thanks cAmpa and Roshambo. <3

Subject: Re: get_part_name, chathooks and strings
Posted by [mrÅ£Ä\\$Ä-z](#) on Sun, 11 Jan 2009 22:49:53 GMT
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reborn you should take a look at the "YaRR" aka "Yet another Renegade Regulator" source by RoShAmBo

Subject: Re: get_part_name, chathooks and strings
Posted by [reborn](#) on Sat, 17 Jan 2009 11:01:55 GMT
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cAmpa wrote on Sun, 11 January 2009 10:04In "GameObject *Get_Part_Name(const char *name1)" is a small bug,

replace

if (!stristr(name,name1))

with

if (stristr(name,name1))

This bug also exists in the "Get_Part_Names" function too. It needs to be changed to:

```
int Get_Part_Names(const char *name1)
{
    GenericSLNode *x = BaseGameObjList->HeadNode;
    int count = 0;
    while (x)
    {
        GameObject *o = As_SoldierGameObj((GameObject *)x->NodeData);
        if (o /*&& Commands->Is_A_Star(o)*/)
        {
            const char *name = Get_Player_Name(o);
            if (stristr(name,name1))
            {
                count++;
            }
            delete[] name;
        }
        x = x->NodeNext;
    }
    return count;
}
```

Just an FYI if anyone ever wondered why it doesn't work how they might expect it to.

Subject: Re: get_part_name, chathooks and strings
Posted by [mrAŁAŞA-z](#) on Sat, 17 Jan 2009 11:24:41 GMT
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reborn

Subject: Re: get_part_name, chathooks and strings
Posted by [Genesis2001](#) on Sun, 18 Jan 2009 03:37:57 GMT
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RoShamBo wrote on Sun, 11 January 2009 08:30

```
int FindPlayer(const char *Part) //-2: not unique, -1: not found
{
    int Player = -1;
    for(GenericSLNode *x = PlayerList->HeadNode; x != 0; x = x->NodeNext)
    {
        cPlayer *p = (cPlayer *)x->NodeData;
        if(p && p->IsActive)
        {
            const char *pName = WideCharToChar(p->PlayerName);
            if(stricmp(pName, Part) == 0)
            {
                delete []pName;
                Player = p->PlayerId;
                break;
            }
            if(stristr(pName, Part))
            {
                if(Player >= 0)
                {
                    delete []pName;
                    return -2;
                }
                else
                {
                    Player = p->PlayerId;
                }
            }
            delete []pName;
        }
    }
    return Player;
}
```

Nice
