ReadMe:

Name: SSGM Ping Plugin
Version: v1.0
Author: ExEric3

This is a plug-in was designed to work with SSGM 2.02 for Renegade.
It was written by ExEric3 from SK-Gaming Community - renegade.selfip.net

This is the first release version and probably has some bugs.

This plug-in allows to players see their ping in game. There are acceptable these strings for players to type:
!ping - display your current ping
!ping <nickname> - display ping for specified player (full nick must be specified)

To use this plug-in, refer to SSGM.ini in your SSGM 2.02 server folder.
You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

[Plugins]
01=Ping

This plug-in is also compatible with Resurrection.

Special thanks to:
jindrak2 - original idea
reborn - readme and his source codes
Ghostshaw - helped with chathook

File Attachments
1) SSGM_Ping_Plugin.zip, downloaded 197 times

That's pretty cool. Can I suggest that maybe for !ping <playername> you use try to get part of there name and base it on that? So that !ping reb0 might work...

Nice effort man, congrats on the release!

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by ExEric3 on Sun, 19 Apr 2009 01:15:47 GMT
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reborn wrote on Sun, 19 April 2009 02:14That's pretty cool. Can I suggest that maybe for !ping
<playername> you use try to get part of there name and base it on that? So that !ping reb0 might
work...

Nice effort man, congrats on the release!

Yeah I try it before but it never works for me. I get only errors or crashes.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by silentevil on Wed, 22 Jul 2009 16:33:00 GMT
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plugin not inside ...

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by ExEric3 on Wed, 22 Jul 2009 16:57:23 GMT
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Miklo wrote on Wed, 22 July 2009 18:33plugin not inside ...

Edited. Thx

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Nightma12 on Wed, 22 Jul 2009 18:29:44 GMT
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Why code this when both BR *AND* NR include these features by default?

Seems a bit redundant and reinventing the wheel?

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by raven on Wed, 22 Jul 2009 18:33:55 GMT
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What if you don't use those?

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by jnz on Wed, 22 Jul 2009 18:55:31 GMT
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Nightma12 wrote on Wed, 22 July 2009 19:29Why code this when both BR *AND* NR include these features by default?

Seems a bit redundant and reinventing the wheel?

It's much quicker, doesn't hog memory and doesn't assist hard drive fragmentation.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by silentevil on Wed, 22 Jul 2009 19:06:31 GMT
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in nr dont work ,,,

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by ExEric3 on Wed, 22 Jul 2009 22:26:35 GMT
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Nightma12 wrote on Wed, 22 July 2009 20:29Why code this when both BR *AND* NR include these features by default?

Seems a bit redundant and reinventing the wheel?

Well for BR some times display wrong values. Always higher ping like in game. Dunno if its average ping or what. But yeah this is much faster.

Its good plugin for people which using another regulators. Like CloudyServ.

Miklo wrote on Wed, 22 July 2009 21:06in nr dont work ,,,

This plugin or ping in NR?

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by silentevil on Thu, 23 Jul 2009 00:26:25 GMT
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ping in NR

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin

Posted by Nightma12 on Thu, 23 Jul 2009 05:33:31 GMT

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jnz wrote on Wed, 22 July 2009 13:55Nightma12 wrote on Wed, 22 July 2009 19:29Why code this when both BR *AND* NR include these features by default?

Seems a bit redundant and reinventing the wheel?

It's much quicker, doesn't hog memory and doesn't assist hard drive fragmentation.

NR hogs memory? thats new to me! I agree with the fragmentation though, but alas.... unless your going to write an entire bot in an SSGM plugin.. why ahve a single feature like this thats provided wit hthe bot already? lol

Quote:in nr dont work ,,,

Works fine on my serv....

Quote:Well for BR some times display wrong values. Always higher ping like in game. Dunno if its average ping or what. But yeah this is much faster.

Its good plugin for people which using another regulators. Like CloudyServ.

Fair enough lol, im not being rude and insulting your work, it just seems a lil strange that you would recode 'parts' of the bot into an SSGM plugin for a feature thats already available and runs fine. (Or at least the NR pings are correct =/ lol)

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by silentevil on Thu, 23 Jul 2009 10:54:32 GMT

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in nr only works lag maby you can add ping !ping !lag

greatzs....

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by dr3w2 on Fri, 24 Jul 2009 02:36:26 GMT

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Weird. If i run the DLL it came with, no problems. When i open the source and compile without even doing any changes it crashes the FDS

Anyone have any ideas?

Newly installed FDS, then Corepatch, then SSGM 2.0.2. No other files or configurations changed.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Sladewill on Fri, 24 Jul 2009 11:14:44 GMT
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not everyone even wants to use BR or NR they are pretty useless. Most ppl want to script there own bots in C++ which makes life so much easier when coding and if the server goes down the bot does as well if its included in ssgm source.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Goztow on Fri, 24 Jul 2009 12:31:06 GMT
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Sladewill wrote on Fri, 24 July 2009 13:14not everyone even wants to use BR or NR they are pretty useless. Most ppl want to script there own bots in C++ which makes life so much easier when coding and if the server goes down the bot does as well if its included in ssgm source. Ermmm.... most people DO NOT want to script their own bots because most people don't know how to script a bot. And scripting your bot in scripts also has a serious risk: if there's a bug that makes your bot crash, it also crashes your FDS, whereas a bug crashing brenbot will only crash brenbot. Which in turn makes it easier to debug.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by dr3w2 on Sat, 25 Jul 2009 21:56:56 GMT
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andr3w282 wrote on Thu, 23 July 2009 21:36Weird. If i run the DLL it came with, no problems. When i open the source and compile without even doing any changes it crashes the FDS

Anyone have any ideas?

Newly installed FDS, then Corepatch, then SSGM 2.0.2. No other files or configurations changed. bump for ideas

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by jnz on Sat, 25 Jul 2009 22:14:08 GMT
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andr3w282 wrote on Sat, 25 July 2009 22:56andr3w282 wrote on Thu, 23 July 2009 21:36Weird. If i run the DLL it came with, no problems. When i open the source and compile without even doing any changes it crashes the FDS

Anyone have any ideas?

Newly installed FDS, then Corepatch, then SSGM 2.0.2. No other files or configurations changed. bump for ideas

It's because it's the example plugin source and his changes aren't even in there.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by dr3w2 on Sat, 25 Jul 2009 22:16:15 GMT

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actually with ravens help it was the compiler. I'm using visual studio 2008 and in order to use compiled plugins with vs08 you need to compile ssgm in 08 as well as apposed to the original. Strange.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by jnz on Sat, 25 Jul 2009 22:30:21 GMT

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andr3w282 wrote on Sat, 25 July 2009 23:16actually with ravens help it was the compiler. I'm using visual studio 2008 and in order to use compiled plugins with vs08 you need to compile ssgm in 08 as well as apposed to the original. Strange.

Meh, I just opened Plugin.cpp and had a look.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Xpert on Fri, 12 Nov 2010 07:41:14 GMT

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This is an old bump, I know, but I was browsing the forums to see if there's anything I can make use for myself and I came across this. So I decided to show mine, I'll paste it. Maybe if Exeric still browse these forums, you can make use of it too? You don't have to put the whole player's name.

```
class ConnectionChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
 if (!Text[1].empty()) {
  GameObject *obj;
  std::string name = Text[1].c_str();
  std::string sender = Get_Player_Name_By_ID(ID);
  int amount = 0;
  amount = Get_Part_Names(name.c_str());
  if (amount == 1) {
   obj = Get_Part_Name(name.c_str());
   int PID = Get_Player_ID(obj);
   name = Get_Player_Name(obj);
   if (ID != PID) {
```

```
    Console_Input(StrFormat("ppage %d Connection for %s -> Ping: %d; Kbits: %d; Used
bandwidth: %d;",ID,name.c_str(),Get_Ping(PID),Get_Kbits(PID),Get_Bandwidth(PID)).c_str());
    }
    else {
     Console_Input(StrFormat("ppage %d Your connection -> Ping: %d; Kbits: %d; Used
bandwidth: %d;",ID,Get_Ping(ID),Get_Kbits(ID),Get_Bandwidth(ID)).c_str());
    }
   }
   else if (amount == 0) {
    Console_Input(StrFormat("ppage %d Player not found.",ID).c_str());
    return;
   }
   else if (amount > 1) {
    obj = Get_GameObj_By_Player_Name(name.c_str());
    if (!obj) {
     Console_Input(StrFormat("ppage %d There are %i players with that substring, please make
the name more unique.",ID,amount).c_str());
     return;
    }
   }
  }
  else {
   Console_Input(StrFormat("ppage %d Your connection -> Ping: %d; Kbits: %d; Used bandwidth:
%d;",ID, Get_Ping(ID), Get_Kbits(ID), Get_Bandwidth(ID)).c_str());
  }
 }
};
ChatCommandRegistrant<ConnectionChatCommand>
ConnectionChatCommandReg("!ping;!lag",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by reborn on Fri, 12 Nov 2010 09:45:03 GMT
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Did you use my code as an example? I think I fixed the bug in get_part_names for that to work,
you should post that too.

Good effort!

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by jnz on Fri, 12 Nov 2010 12:15:20 GMT
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2 mem leaks there.

```
std::string sender = Get_Player_Name_By_ID(ID);
```

```
name = Get_Player_Name(obj);
```

Appropriate changes would be:

```
const char *sender_cstr = Get_Player_Name_By_ID(ID);
std::string sender(sender_cstr);
delete []sender_cstr;
```

```
const char *name_cstr = Get_Player_Name(obj);
name = std::string(name_cstr); //you don't need to explicitly call the ctor as the assignment
operator is overloaded. Just added for clarity.
delete []name_cstr;
```

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Jerad2142 on Fri, 12 Nov 2010 15:53:28 GMT
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jnz wrote on Fri, 12 November 2010 05:152 mem leaks there.

```
std::string sender = Get_Player_Name_By_ID(ID);
```

```
name = Get_Player_Name(obj);
```

Appropriate changes would be:

```
const char *sender_cstr = Get_Player_Name_By_ID(ID);
std::string sender(sender_cstr);
delete []sender_cstr;
```

```
const char *name_cstr = Get_Player_Name(obj);
name = std::string(name_cstr); //you don't need to explicitly call the ctor as the assignment
operator is overloaded. Just added for clarity.
delete []name_cstr;
```

Incorrect, you only have to worry about deleting it if you had new char *, otherwise all the * does is auto allocate the size of the array of chars, and is still cleaned up like any normal variable.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by cAmpa on Fri, 12 Nov 2010 16:25:01 GMT
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Jerad Gray wrote on Fri, 12 November 2010 16:53jnz wrote on Fri, 12 November 2010 05:152 mem leaks there.

```
std::string sender = Get_Player_Name_By_ID(ID);
```

```
name = Get_Player_Name(obj);
```

Appropriate changes would be:

```
const char *sender_cstr = Get_Player_Name_By_ID(ID);
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operator is overloaded. Just added for clarity.
delete []name_cstr;
```

Incorrect, you only have to worry about deleting it if you had new char *, otherwise all the * does is auto allocate the size of the array of chars, and is still cleaned up like any normal variable.

Look into Get_Player_Name.

---

reborn wrote on Fri, 12 November 2010 04:45Did you use my code as an example? I think I fixed the bug in get_part_names for that to work, you should post that too.

Good effort!

Ahh yes I forgot about that.

engine_player.cpp

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

const char *Get_Player_Name(GameObject *obj)
{
 if (!Commands->Get_ID(obj) || !obj)
 {
  return newstr("None");
 }
 GameObject *o = As_SoldierGameObj(obj);
 char *c = (char *)o;
 if (!o)
 {
  return newstr("None");
 }
 c += 0x960;
 cPlayer *x = (cPlayer *)*(unsigned int *)c;
 if (!x)
```

```
 {
  return newstr("None");
 }
 return WideCharToChar(x->PlayerName);
}

const char *Get_Player_Name_By_ID(int PlayerID)
{
 cPlayer *x = FindPlayer(PlayerID);
 if (!x)
 {
  return 0;
 }
 return WideCharToChar(x->PlayerName);
}
```

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by jnz on Sat, 13 Nov 2010 20:22:49 GMT
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I believe this issue applies to almost -all- scripts.dll API functions (note that the renegade API functions do not do this).
In my opinion you should have to pass the char array as a parameter as returning allocated memory is pretty bad.
Defining a char * does not "create" anything or let the compiler handle allocation/deallocation because a char *, void *, int * something * is simply a 4 byte (8 byte for x64 afaik) integer.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by ExEric3 on Sun, 14 Nov 2010 06:59:46 GMT
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Xpert wrote on Fri, 12 November 2010 08:41This is an old bump, I know, but I was browsing the forums to see if there's anything I can make use for myself and I came across this. So I decided to show mine, I'll paste it. Maybe if Exeric still browse these forums, you can make use of it too? You don't have to put the whole player's name.

```
class ConnectionChatCommand : public ChatCommandClass {
  void Triggered(int ID,const TokenClass &Text,int ChatType) {
  if (!Text[1].empty()) {
   GameObject *obj;
   std::string name = Text[1].c_str();
   std::string sender = Get_Player_Name_By_ID(ID);
```

```
   int amount = 0;
   amount = Get_Part_Names(name.c_str());
   if (amount == 1) {
    obj = Get_Part_Name(name.c_str());
    int PID = Get_Player_ID(obj);
    name = Get_Player_Name(obj);
    if (ID != PID) {
     Console_Input(StrFormat("ppage %d Connection for %s -> Ping: %d; Kbits: %d; Used
bandwidth: %d;",ID,name.c_str(),Get_Ping(PID),Get_Kbits(PID),Get_Bandwidth(PID)).c_str());
    }
    else {
     Console_Input(StrFormat("ppage %d Your connection -> Ping: %d; Kbits: %d; Used
bandwidth: %d;",ID,Get_Ping(ID),Get_Kbits(ID),Get_Bandwidth(ID)).c_str());
    }
   }
   else if (amount == 0) {
    Console_Input(StrFormat("ppage %d Player not found.",ID).c_str());
    return;
   }
   else if (amount > 1) {
    obj = Get_GameObj_By_Player_Name(name.c_str());
    if (!obj) {
     Console_Input(StrFormat("ppage %d There are %i players with that substring, please make
the name more unique.",ID,amount).c_str());
     return;
    }
   }
  }
  else {
   Console_Input(StrFormat("ppage %d Your connection -> Ping: %d; Kbits: %d; Used bandwidth:
%d;",ID, Get_Ping(ID), Get_Kbits(ID), Get_Bandwidth(ID)).c_str());
  }
 }
};
ChatCommandRegistrant<ConnectionChatCommand>
ConnectionChatCommandReg("!ping;!lag",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Thanks for your code. For you all works? Because when I use in game !ping partname FDS crash
with this:

Exception occurred at 0x38D1B717 (No Owner)
The Renegade FDS tried to write to address 0x38d1b717 (No Owner)

Yeah I updated engine_player.cpp which you posted here.

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by Xpert on Sun, 14 Nov 2010 08:37:32 GMT
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Get_Part_Name was also fixed by reborn, I forgot to paste that too.


```
GameObject *Get_Part_Name(const char *name1)
{
 GenericSLNode *x = BaseGameObjList->HeadNode;
 int count = 0;
 GameObject *current = 0;
 while (x)
 {
  GameObject *o = As_ScriptableGameObj((GameObject *)x->NodeData);
  if (o && Commands->Is_A_Star(o) && As_SoldierGameObj(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;
 }
}
```


It should work now with this.

_____

Subject: Re: [Plug-in] SSGM2.02 Ping Plugin
Posted by jnz on Tue, 16 Nov 2010 12:30:30 GMT
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That Get_Part_Names function can be exploited, if a player's name has a substring of another player's name then Get_Part_Name will always fail for the substring. IE:

jnz joins the game
jnzkiller joins the game

Get_Part_Names("jnz"); //returns 0

Also note that it would be worth changing stricmp and stristr to strcmp and strstr, I am not sure but I think 2 players can join with the same name but in diffrent case. ("jnz", "JNZ"). If this is not the case then just ignore me.

A fix would be:


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