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Subject: [BUG] resolving program's file name for debug output

Posted by [masu](#) on Sat, 29 Nov 2008 22:51:14 GMT

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Function sLogFile starting at Core/Debug.cpp:34 checks for pointer value of variable exe and not for empty character array as it is meant to be.

Check should be (!\*exe) instead of (!exe).

Matthias

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