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

Posted by [mirek](#) on Sun, 30 Nov 2008 07:14:49 GMT

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masu wrote on Sat, 29 November 2008 17:51: 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

Correct observation, thanks!

Mirek

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