
Subject: Util.cpp static sIniFile BUG FIX

Posted by [kohait00](#) on Fri, 27 Nov 2009 08:52:29 GMT

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hi there

in Core/Util.cpp:390

String GetIniKey(const char *id, const String& def)

```
..  
key = LoadIniFile(sIniFile ? sIniFile : ~ConfigFile("q.ini"));  
..
```

should be changed to something like

```
..  
key = LoadIniFile(!(String() = sIniFile).IsEmpty() ? sIniFile : ~ConfigFile("q.ini"));  
...
```

since the sIniFile is a
static char sIniFile[256];

and the compare yields always true, where the logic should be "if sIniFile has content, use sIniFile", right?