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

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 17:51Function 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

Subject: Re: [BUG] resolving program's file name for debug output
Posted by masu on Sun, 30 Nov 2008 19:02:04 GMT
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Mirek, I think the next appearance a few lines later should also be fixed.

Matthias