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 conent, use sIniFile", right?

Subject: Re: Util.cpp static sIniFile BUG FIX
Posted by mirek on Fri, 27 Nov 2009 22:00:42 GMT
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kohait00 wrote on Fri, 27 November 2009 03:52hi there

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Thanks, accidentally, I have already fixed this bug while finding it hard way - my major project updating got broken...

Mirek
