
Subject: Re: SSAOW Warning

Posted by [sycar](#) on Wed, 02 Aug 2006 22:25:34 GMT

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Thanks to WD he gave me the below fix for anyone who wants it.

In AOW.cpp replace:

```
char *Translate_Preset(GameObject *obj)
{
    const char *preset = Commands->Get_Preset_Name(obj);
    char *TransName = new char[256];
    getProfileString ("Translated_Preset",preset,preset,TransName,256,"ssaow.ini");
    return TransName;
}
```

with:

```
const char *Translate_Preset(GameObject *obj)
{
    return Get_Translated_Preset_Name(obj);
}
```

and replace:

```
char *Translate_Weapon(GameObject *obj)
{
    const char *preset = Get_Current_Weapon(obj);
    char *TransName = new char[256];
    getProfileString("Translated_Preset",preset,preset,TransName,256,"ssaow.ini");
    return TransName;
}
```

with:

```
const char *Translate_Weapon(GameObject *obj)
{
    return Get_Current_Translated_Weapon(obj);
}
```

hope this helps!

buffymaniack
