
Subject: Re: Write to ini with Kill script using player's nick and join function not working right

Posted by [whtdrgnpl](#) on Thu, 09 Apr 2009 08:02:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well I fixed all but these

```
Quote:int num = atoi(lpBuff); //USE OF UNINITIALIZED MEMORY (crash?)
```

```
GetPrivateProfileString(pName, building, "0", lpBuff3, 256,  
"C:\\westwood\\RenegadeFDS\\Server\\Buildings.ini"); //USE OF UNINITIALIZED MEMORY  
(building)
```

```
WritePrivateProfileString(pName, building, buffer,  
"C:\\westwood\\RenegadeFDS\\Server\\Buildings.ini"); //USE OF UNINITIALIZED MEMORY  
(building)
```

```
}
```

I don't get what's uninitialized on the first one and isn't building initialized here? O.o

```
char building[256];
```

```
GetPrivateProfileString("BuildingID2", buildingid, "N", lpBuff2, 256,  
"C:\\westwood\\RenegadeFDS\\Server\\ID2.ini")
```
