
Subject: Re: Learn me good!

Posted by [reborn](#) on Wed, 18 Nov 2009 15:09:12 GMT

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Hex wrote on Wed, 18 November 2009 10:06Hand written so some parts prob wrong

```
class PresetList
{
public:
    static char Preset[256];
    static float Points;
};

void PresetList()
{
    char Dir[64];
    char Preset_[256];
    float Points_;
    GetCurrentDirectory(64, Dir);
    strcat(Dir, "\\Presets.ini");
    INIClass *ini = Get_INI(Dir);
    if(!ini)
    {
        return 0;
    }

    ini->Get_String("Presets", "Preset", "ERR", Preset_, 256);
    ini->Get_Float("Presets", "Points", "ERR", Points_, 256);

    strcpy(Preset, Preset_);
    Points = Points_;
    Release_INI(ini);
}
```

That's the sort of thing I was looking for, thanks man. I've only ever used the wrapper, so it was nice of you to post that. Thanks!
