
Subject: Re: .ini

Posted by [robbyke](#) on Sun, 15 May 2011 06:59:00 GMT

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if it cant open the ini it works but it doesnt when it tries to open the ini

i had placed the ini in both dirs

ive tried to send messages to pinpoint where exactly that the program crashes and as soon as it needs to open the .ini it crashes

OMG OMG i fixed it =D

Toggle Spoiler

```
void KB_Purchase_Me(GameObject *obj)
{
    const char*name = Get_Player_Name(obj);
    int pID = Get_Player_ID(obj);
    Console_Input(StrFormat("CMSGP %d 255,0,0 test0",pID).c_str());
    char preset[500];
    char skin[500];
    char shield[500];
    char powerups[500];
    char scripts[500];
    char scriptparam[500];
    float price = 0;
    float hp =0;
    float ap =0;
    INIClass* ini = Get_INI("mes.txt");
    if (ini)
    {
        Console_Input(StrFormat("CMSGP %d 255,0,0 test1",pID).c_str());
        price =ini->Get_Float(name,"01",0);
        ini->Get_String(name,"02","",preset,500);
        hp =ini->Get_Float(name,"03",0);
        ap =ini->Get_Float(name,"04",0);
        ini->Get_String(name,"05","",skin,500);
        ini->Get_String(name,"06","",shield,500);
        ini->Get_String(name,"07","",powerups,500);
        ini->Get_String(name,"08","",scripts,500);
        ini->Get_String(name,"09","",scriptparam,500);
    }

    if (price==0)
    {
        Console_Input(StrFormat("CMSGP %d 255,0,0 Request your me on the forums.",pID).c_str());
    }
}
```

```
else
{
  KB_Purchase_Char(obj,"me",2,price,preset,hp,ap,skin,shield,powerups,scripts,scriptparam);
}
}
```

if i implemented it as a normal function it stopped crashing =D final test was worth it thanks for all the help ^^
