
Subject: Re: [SSGM Plugin] Command
Posted by [Neijwiert](#) on Mon, 11 Aug 2014 09:39:28 GMT
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I'm not entirely sure but when you call "command_list.Add(command);" doesn't "StringClass command" go out of scope after "void Command::OnLoadGlobalINISettings(INIClass *SSGMIni)"? Because "bool Add(T const &object)" asks for a constant adress of object so it wont call the copy constructor?

Otherwise it's nice though.
