
Subject: Re: [SSGM Plugin] Command
Posted by [iRANian](#) on Fri, 15 Aug 2014 13:12:47 GMT
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You need to add a small change to make sure the empty string "" doesn't get added to the commands list:

```
SSGMIni->Get_String(command, "Commands",  
StringClass::getFormattedString("Command%d", i+1), "");
```

```
if (command == "") { continue; }
```

```
command_list.Add(command);
```
