
Subject: Re: The_Game()->MVPName
Posted by [jnz](#) on Wed, 29 Oct 2008 19:14:51 GMT
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halo2pac wrote on Wed, 29 October 2008 19:03if you take out the printf it doesnt crash.

Its just that MVPName is supposed to be null. Becuase there was no mvp. But instead its...

Dantereading the memory space of where the "mvp name" is supposed to be.

No, actually it's a WideStringClass and cannot be null.

It's crashing at the printf because Data->CurrMap is an std::string. Not a C string.
