
Subject: Re: Write to ini with Kill script using player's nick and join function not working right

Posted by [jnz](#) on Wed, 08 Apr 2009 11:11:56 GMT

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```
void Killed_Building_Script::Killed(GameObject *obj, GameObject *shooter){
    /*****why were those functions decs there? (compile error)*****/
    char *lpBuff = new char[256]; //MEMORY LEAK why even use the heap? use the stack instead
(char lpBuff[256])
    int newamount = 1;
    int num = atoi(lpBuff); //USE OF UNINITIALIZED MEMORY (crash?)
    num -= newamount;
    char buffer[50];
    char buildingid[16];
    sprintf(buildingid, "%d", Commands->Get_ID(obj)); //use %u for unsigned
    sprintf(buffer, "%d", num);
    char pName[256];
    GetPrivateProfileString("BuilderID", buildingid, "nick", lpBuff, 256,
"C:\\westwood\\RenegadeFDS\\Server\\ID1.ini");
    char *lpBuff2 = new char[257]; //MEMORY LEAK why even use the heap? use the stack instead
(char lpBuff2[256])
    char building[257];
    GetPrivateProfileString("BuildingID2", buildingid, "N", lpBuff2, 257,
"C:\\westwood\\RenegadeFDS\\Server\\ID2.ini");
    char *lpBuff3 = new char[258]; //MEMORY LEAK why even use the heap? use the stack instead
(char lpBuff3[256])
    GetPrivateProfileString(pName, building, "0", lpBuff3, 258,
"C:\\westwood\\RenegadeFDS\\Server\\Buildings.ini"); //USE OF UNINITIALIZED MEMORY
(building)
    WritePrivateProfileString(pName, building, buffer,
"C:\\westwood\\RenegadeFDS\\Server\\Buildings.ini"); //USE OF UNINITIALIZED MEMORY
(building)
}
ScriptRegistrant<Killed_Building_Script>
Killed_Building_Script_Registrant("Killed_Building_Script","");
```