
Subject: Re: .ini

Posted by [snazy2000](#) on Thu, 12 May 2011 18:52:29 GMT

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```
struct mes: public virtual SettingsLoader{
    mes(const char *ININame) : SettingsLoader(ININame){}
    std::string me;
    void Load(GameObject *obj);
};
```

```
extern mes *KB_ME;
```

If you get an error double click the error and it will go to the line that the error is at copy the error and the line of code which has the error and i will try and help you out
