

# Getting the source section of a value

This is for sections that are inherited, and you want to know what section the inherited value comes from.

## Example Config

```
[WeaponPointing]
Hits = 10000

[Weapons@WeaponPointing]
Plasma = true
Beam = true

[Enemy@Weapons]
Type = Boss
```

## Code

```
if (orxConfig_HasSection("Enemy")){
    if (orxConfig_PushSection("Enemy") != orxSTATUS_FAILURE){
        orxU32 hits = orxConfig_GetU32("Hits");
        const orxSTRING sectionHitIsIn =
orxConfig_GetValueSource("Hits");
    }
}
```

## Result

```
10000
WeaponPointing
```

## See also

1. [Main Config Overview](#)
2. [Configuration Examples](#)
3. [Configuration Tutorials](#)

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