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

From:
https://orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://orx-project.org/wiki/en/examples/config/getting_values_source_section

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