
Subject: Re: What about ":" in LoadIniFile?

Posted by [Oblivion](#) on Wed, 02 Apr 2008 09:41:26 GMT

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Below is the actual LoadIniFile code.

```
VectorMap<String, String> LoadIniFile(const char *filename) {
    VectorMap<String, String> key;
    FileIn in(filename);
    if(!in) return key;
    int c;
    if((c = in.Get()) < 0) return key;
    for(;;) {
        String k, v;
        for(;;) {
            if(IsAlNum(c) || c == '_')
                k.Cat(c);
            else
                break;
            if((c = in.Get()) < 0) return key;
        }
        for(;;) {
            if(c != '=' && c != ' ') break;
            if((c = in.Get()) < 0) return key;
        }
        for(;;) {
            if(c < ' ') break;
            v.Cat(c);
            if((c = in.Get()) < 0) break;
        }
        if(!k.IsEmpty())
            key.Add(k, v);
        if(k == "LINK") {
            in.Close();
            if(!in.Open(v) || (c = in.Get()) < 0) return key;
        }
        else
            for(;;) {
                if(IsAlNum(c)) break;
                if((c = in.Get()) < 0) return key;
            }
    }
}
```

Since ":" is neither "Alphanumeric" nor the char "_", it will treat "Main" as a key.

The "problem" is that Load and Save ini file functions seem to allow simple text configurations (as

is stated in Upp docs. See "About Storing Configuration" section.) And It seems that it's intentional.

You can use,

```
Main_Fullscreen=true
```

```
Main_xxx=true/false
```

instead. This will return "Main FullScreen" as the key (then you can easily parse the key string to extract "main" or other optional "keys" such as "FullScreen" you provide within the actual key). Actually this can be used for quite complex configuration savings. For, using "_" char allows you to save many keywords in a single key:

e.g.

"Key1_Key2_Key3=true" will give you a key which is composed of "Key1 Key2 Key3". You can iterate through them...

Or if you need something more complex, use the XML parser

Regards.