
Subject: Trouble iterating over VectorMap<String, String> - general StoreIniFile
Posted by [blueapples](#) on Tue, 07 Oct 2008 19:22:37 GMT

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I am trying to make a general StoreIniFile function that will take a VectorMap<String, String> and save it's contents as a INI formatted string.

This is what I have so far, which fails on the call to cfg.Get() with a failed assert like "i > 0 && i < size"...

```
int StoreIniFile(VectorMap<String, String> cfg, const char *filename) {
    int i = 0;
    String cfgstring;
    Vector<String> keys = cfg.GetKeys();

    if(cfg.GetCount() > 0) {
        PromptOK(Format("found %i items", cfg.GetCount()));
        for(i = 0; i < cfg.GetCount(); i++)
        {
            PromptOK(Format("Key %i: %s Value: %s", i, keys[i], cfg.Get(keys[i])));
            // cfgstring << keys[i] << "=" << cfg.Get(keys[i]) << "\n";
        }
    }
    //SaveFile(filename, cfgstring);
    return true;
}
```

The particular map that I am trying to save is loaded like this:

```
VectorMap<String, String> cfg;
String cfgfile;
cfgfile = ConfigFile();

PromptOK(Format("Config file: %s", cfgfile));

if(FileExists(cfgfile))
{
    //LoadFromFile(cfg, cfgfile);
    cfg = LoadIniFile(cfgfile);
    PromptOK(Format("Loaded testsetting = %s", cfg.Get("testsetting")));
} else {
    // Set default settings
    cfg.Add("testsetting", "test setting value");
}
```

Any help would be appreciated. I have used C++ in the past but not really extensively. I'm looking for a new development platform and trying to convert some of my projects over to Upp to see if it will be a good solution. So far, it seems like it has everything, but I seem to have some gaps in my C++ knowledge, and struggle with the relatively light documentation for Upp... it still might be the solution for me though as I really like reading library code .
