
Subject: Re: Trouble iterating over VectorMap<String, String> - general StoreIniFile
Posted by [mirek](#) on Tue, 07 Oct 2008 19:39:13 GMT

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blueapples wrote on Tue, 07 October 2008 15:22I 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();
```

This would "pick" cfg, effectively destroying its content. (Same applies to the function parameter cfg!) You can use

```
[code]  
const Vector<String>& keys = cfg.GetKeys();  
[/quote]
```

if you need to "see" keys as Vector, anyway, I believe you really do not:

```
int StoreIniFile(const VectorMap<String, String>& cfg, const char *filename) {  
    int i = 0;  
    String cfgstring;  
    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, cfg.GetKey(i), cfg[i]));  
            cfgstring << cfg.GetKey(i) << "=" << cfg[i] << "\n";  
        }  
    }  
    //SaveFile(filename, cfgstring);  
    return true;  
}
```

Also notice the change in function signature...

Quote:

I seem to have some gaps in my C++ knowledge,

Actually, you need U++ knowledge here, this is not quite a traditional way of C++.

Mirek
