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Subject: TextSettings update

Posted by [cbpporter](#) on Fri, 06 Feb 2009 18:29:33 GMT

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TextSettings is fairly useless right now. There is no way to handle an INI file without knowing what is inside.

I propose these changes:

```
class TextSettings {
    VectorMap< String, VectorMap< String, String > > settings;

public:
    String Get(const char *group, const char *key) const;
    String Get(const char *key) const           { return Get("", key); }
    String Get(int groupIndex, const char *key) const;
    String Get(int groupIndex, int keyIndex) const;

    String operator()(const char *group, const char *key) const { return Get(group, key); }
    String operator()(const char *key) const                    { return Get(key); }

    void Clear()                                               { settings.Clear(); }
    void Load(const char *filename);

    int GetGroupCount()                                       { return settings.GetCount(); }
    int GetKeyCount(int group)                                { return settings[group].GetCount(); }

    String GetGroupName(int groupIndex)                       { return settings.GetKey(groupIndex); }
    String GetKey(int groupIndex, int keyIndex)               { return
settings[groupIndex].GetKey(keyIndex); }
};

String TextSettings::Get(const char *group, const char *key) const
{
    int itemi = settings.Find(group);
    return itemi < 0 ? Null : settings.Get(group).Get(key, Null);
}

String TextSettings::Get(int groupIndex, const char *key) const
{
    return groupIndex >= 0 && groupIndex < settings.GetCount() ? settings[groupIndex].Get(key,
Null) : Null;
}

String TextSettings::Get(int groupIndex, int keyIndex) const
{
```

```
if (groupIndex >= 0 && groupIndex < settings.GetCount())  
    return keyIndex >= 0 && keyIndex < settings[groupIndex].GetCount() ?  
settings[groupIndex][keyIndex] : Null;  
else  
    return Null;  
}
```

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