
Subject: Re: BUG: EditKeys
Posted by [mirek](#) on Fri, 30 Oct 2009 13:57:35 GMT
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Thanks, a good observation.

Fixed this way:

```
String StoreKeys()
{
    String out;
    const VectorMap<String, Vector<KeyBinding> >& g = sKeys();
    for(int i = 0; i < g.GetCount(); i++) {
        out << "- " << AsCString(g.GetKey(i)) << ";\r\n";
    }
}
```

```
void RestoreKeys(const String& data)
{
    SetDefaultKeys();
    CParser p(data);
    try {
        while(!p.IsEof()) {
            try {
                p.PassChar('-');
                String group;
                if(p.IsId()) // backward compatibility
                    group = p.ReadId();
                else
                    group = p.ReadString();
            }
        }
    }
}
```