
Subject: Little .ini reading request

Posted by [mrjt](#) on Fri, 08 Jan 2010 12:49:30 GMT

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The current Ini file reading util function is very handy, but it is unable to cope with sections that some people put in .Ini files. These are usually delimited by [SECTION_NAME], but people have nasty habit of just making it up as they go along

I have a requirement to read such a file and wondered whether the following minor change could be committed for me so that I don't have to duplicate code:

Util.cpp:

```
VectorMap<String, String> LoadIniFile(const char *filename) {
    FileIn in(filename);
    if(!in) return VectorMap<String, String>();
    return LoadIniStream(in);
}
```

```
VectorMap<String, String> LoadIniStream(Stream &in) {
    VectorMap<String, String> 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) || c == '_') break;
    if((c = in.Get()) < 0) return key;
}
}
}
```

Util.h:

```
VectorMap<String, String> LoadIniFile(const char *filename);
```

```
VectorMap<String, String> LoadIniStream(Stream &in);
```

This means that I can just read .Ini file to correct section myself and then call LoadIniStream.

Cheers!
