
Subject: Re: Initial settings for U++ application
Posted by [dolik.rce](#) on Sun, 11 Jul 2010 08:40:09 GMT
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Hi Neil,

Some time ago I write a simple class for similar purpose. I actually used it even for other things, like passing large number of parameters to a function.

It saves key-value pairs as strings. So you have to make all the conversions yourself, but if you have low number of options to save it should not be a problem.

The interface is simple, you will probably need only few functions:

```
config cfg(filename); //constructor which loads a file
cfg.Load(filename); //load a file into existing config object
cfg.Get(key,default); //get the value from underlaying file
cfg(key,default); //same as Get(), shortcut
cfg.Set(key,value); //store value to config object
cfg.Save(); //write the stored values to the file
```

It has even some more capabilities, like saving arrays and tables (2D arrays), but based on your description you won't need that. The resulting file is human readable and supports comments (#).

I never had time to really polish it, so it might not follow the U++ coding style. Also, there might be some bugs, since I just quickly stripped out some of my app specific stuff. But don't be afraid, even though this disclaimer, it should do the job

Small example of usage is enclosed with the class.

Bye,
Honza

File Attachments

1) [config.zip](#), downloaded 292 times
