
Subject: CParser::GetSpacePtr

Posted by [mirek](#) on Sat, 03 Dec 2011 10:29:59 GMT

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It is a very minor feature, but can be handy (it is in W++ template system .

CParser normally eats whitespaces after each token. I have now added GetSpacePtr that returns a pointer at the start of these whitespaces:

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{
  CParser p(" someid  $$  and");
  LOG("GetPtr:   " << AsCString(p.GetPtr()));
  LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
  p.Id("someid");
  LOG("GetPtr:   " << AsCString(p.GetPtr()));
  LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
  p.Char('$');
  LOG("GetPtr:   " << AsCString(p.GetPtr()));
  LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
  p.Char('$');
  LOG("GetPtr:   " << AsCString(p.GetPtr()));
  LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
}
```

```
GetPtr:  "someid  $$  and"
GetSpacePtr: " someid  $$  and"
GetPtr:  "$$  and"
GetSpacePtr: "  $$  and"
GetPtr:  "$  and"
GetSpacePtr: "$  and"
GetPtr:  "and"
GetSpacePtr: "  and"
```