
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"
```