
Subject: Re: SetLineKeyValue - in memory
Posted by [luoganda](#) on Mon, 24 Apr 2017 08:42:24 GMT
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These can be used when info is known to be contiguous,
errline is just an errorlike func PromptOK can be used instead of it
All are readOnly funcs

```
inline bool SLKVSkipEmpty(StringStream &ss){
    bool is=0;

    while(!ss.IsEof())&&(ss.Peek()!='\n' || ss.Peek()!='\r' || ss.Peek()!=';') || *(word*)ss.PeekPtr(2)==*(word
*)"/"){
        is=1;ss.GetLine();
    }
    return is;
}

inline String SLKVKey(StringStream &ss,bool withEqSign=true){
    String ln=ss.GetLine();
    int i=ln.Find('=');if(i==-1){if(withEqSign){errline(el,"char '=' not found near %s",~ln);return
String::GetVoid();}}else ln=ln.Mid(0,i);
    return ln;
}

inline String SLKVValue(StringStream &ss){
    String ln=ss.GetLine();
    int i=ln.Find('=');if(i==-1){errline(el,"char '=' not found near %s",~ln);return String::GetVoid();}
    return ln.Mid(i+1);
}

inline bool SLKVKeyValue(StringStream &ss,String& key,String& val,bool withEqSign=true){
    key=val="";String ln=ss.GetLine();
    int i=ln.Find('=');if(i==-1){if(withEqSign){errline(el,"char '=' not found near %s",~ln);return
false;}key=ln;return true;}
    key=ln.Mid(0,i); val=ln.Mid(i+1);
    return true;
}
```
