Posted by jimlef on Wed, 07 Oct 2020 17:27:04 GMT
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I'm almost there :) My last hurdle is to work out the configuration for my program. I've looked around here and found information on configfile etc, but can't seem to get it right.

This part works well enough:

```
Configs::Configs()
{
 configfile = ConfigFile("Invoices.ini");

 if (!FileExists(configfile))
 {
  cfg = "OutputDirectory=/home/james/Desktop/\n";
  cfg << "Companyname=Company Name\n";
  cfg << "Companyowner=James Lefavour\n";
  cfg << "Companyaddress=Home\n";
  cfg << "Companycity=My City\n";
  cfg << "Companystate=My State\n";
  cfg << "Companyzip=MyZip\n";
  cfg << "Companyphone=(555) 555 - 1212\n";
  cfg << "Companyemail=jim@myemail.com\n";
  cfg << "DBFile=/home/james/upp/MyApps/Invoices/sample.db\n";

  SaveSettings();
 }
 VectorMap<String, String> mycfg = LoadIniFile(configfile);
 OutputDirectory = mycfg.Get("OutputDirectory", Null);
 companyname = mycfg.Get("Companyname", Null);
 companyowner = mycfg.Get("Companyowne", Null);
 companyaddress = mycfg.Get("Companyaddress", Null);
 companycity = mycfg.Get("Companycity", Null);;
 companystate = mycfg.Get("Companystate", Null);
 companyzip = mycfg.Get("Companyzip", Null);
 companyphone = mycfg.Get("Companyphone", Null);
 companyemail = mycfg.Get("Companyemail", Null);
 DBFile = mycfg.Get("DBFile", Null);
}
```

Of course, hard-coded things like my home directory need to be changed for the public version :)
Here's my issue though.
Do I have to load the entire config each time I change one item (not a big deal, as it's not large but...) or is there a way to udpate one single value and store that?

If there is a better/simpler configuration method for this, I'd appreciate that info - I've learned a lot

but I have a lot to learn :) It's just simple key/value pairs as you can see.

And I'm sorry if this is in the wrong spot - didn't see something specific to app config issues/questions?

Thank you!

Jim