
Subject: Re: Ini file

Posted by [jjacksonRIAB](#) on Wed, 16 Feb 2022 11:31:36 GMT

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KeyValueRef is already part of U++, it's contained in Core/Map.h. I posted the code to it for illustrative purposes but you don't want to recreate it in your program.

If Upp's KeyValueRef is not working it could be because you either haven't included Core/Core.h or you aren't using the Upp namespace.

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

using namespace Upp;

namespace Config {

INI_BOOL(flag1, false, "This is bool parameter 1")
INI_BOOL(flag2, true, "This is bool parameter 2")

INI_STRING(text, "default text", "Text parameter");

INI_INT(number, 123456, "Number parameter");
INI_INT64(size, 0, "Int64 parameter");

INI_DOUBLE(fp_number, 0.1, "Floating point parameter");

};

extern void ExternalFn();

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);

    SetIniFile(GetDataFile("test.ini"));

    RDUMP(Config::flag1);
    RDUMP(Config::flag2);
    RDUMP(Config::text);
    RDUMP(Config::number);
    RDUMP(Config::fp_number);

    RLOG(GetIniInfoFormatted());

    Config::number = 321;
    RDUMP(Config::number);
}
```

```

RLOG(GetIniInfoFormatted());

ExternalFn();

// contains key value pairs for ini file
VectorMap<String, String> kv = GetIniKeys();

// add a new key
kv.Add("testing", "new key");

// replace an existing key's value
kv.GetPut("text") = "non-default text";

// remove an existing key
kv.RemoveKey("number");

FileOut out("test.ini");

// write pairs to disk
for(KeyValueRef pair : ~kv) {
    out << Format("%s=%s\n", pair.key, pair.value);
}
}

```

If you wanted to instantiate KeyValueRef directly instead of receiving it as a return from a function, you'd do it like this:

```

String foo = "foo";
String bar = "bar";
KeyValueRef<String, String> test = { foo, bar };

```

You'll have to read up on template classes and template functions to understand how they work. I'd also direct you to [https://www.ultimatepp.org/src\\$Core\\$VectorMap_en-us.html](https://www.ultimatepp.org/src$Core$VectorMap_en-us.html) and [https://www.ultimatepp.org/srcdoc\\$Core\\$Tutorial_en-us.html#Chapter_3](https://www.ultimatepp.org/srcdoc$Core$Tutorial_en-us.html#Chapter_3) so you can learn about NTL containers.

Once you understand how containers in U++ work then you have the key to understanding many of the features of U++. A basic understanding of Vector and VectorMap along with templates are essential because they are such a common part of U++ functions and classes. Another thing I have discovered is critical to be able to find undocumented features is to just Ctrl+click on known features and look at the code adjacent to that and its headers for undocumented features. GetIniKeys() is not documented by an example program (and should be), but it is discoverable.

Incidentally I would have not named it GetIniKeys() because it's not returning just an array of keys, it's returning an array of keys and values. I would have named it GetIniPairs() but whatever :d
