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Subject: What would be needed for Esc "read\_file" or "include" or "import" or..  
Posted by [fudadmin](#) on Tue, 16 May 2006 17:44:08 GMT

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I want user data (like different menus) to be chosen and loaded from different files...  
What would be needed for Esc "read\_file" or "include" or "import" or..?  
Is there an existing possibility or do I/we need one more func to EscStdLib?

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Subject: Re: What would be needed for Esc "read\_file" or "include" or "import"  
Posted by [mirek](#) on Tue, 16 May 2006 19:33:12 GMT

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Esc std lib already has some file streams... However, there might be problem with path.

Actually, I see you are trying to develop some very very smart project template. OK, but unless it will solve some real and important problem, I will not care about extending .upt (which solves real problem and works quite well for what it was intended).

Mirek

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Subject: Re: What would be needed for Esc "read\_file" or "include" or "import"  
Posted by [fudadmin](#) on Tue, 16 May 2006 20:35:43 GMT

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luzr wrote on Tue, 16 May 2006 20:33Esc std lib already has some file streams... However, there might be problem with path.

Actually, I see you are trying to develop some very very smart project template. OK, but unless it will solve some real and important problem, I will not care about extending .upt (which solves real problem and works quite well for what it was intended).

Mirek

Path is not a problem ( at least at the moment... ).

But I want to "extract"/load some variables. Something like "evaluate" from string might be useful?  
Or is there a workaround?...

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Subject: Re: What would be needed for Esc "read\_file" or "include" or "import"  
Posted by [mirek](#) on Tue, 16 May 2006 21:34:57 GMT

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No, "string evaluate" is not available.

