
Subject: Configurations [Solved]

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 update 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

Subject: Re: Configurations

Posted by [mirek](#) on Wed, 07 Oct 2020 21:10:52 GMT

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jimlef wrote on Wed, 07 October 2020 19:27 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.

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companyphone = mycfg.Get("Companyphone", Null);  
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Thank you!

Jim

Usually you just load config on program start, so why that matters?

Mirek

Subject: Re: Configurations

Posted by [jimlef](#) on Wed, 07 Oct 2020 21:46:08 GMT

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Primarily, when I first run the program I want it to know my details - the db file, company info, and the default directory for saving files such as pdf's (haven't figured out how to implement that last yet). When you run the program, it starts with a default and errors out if say the db file can't be opened.

Also, if details change, would be easier to update info - such as new business location etc.

I can always hand edit my config file, but thought it would be cleaner if things were done programmatically.

Jim

Subject: Re: Configurations

Posted by [mirek](#) on Thu, 08 Oct 2020 06:55:53 GMT

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jimlef wrote on Wed, 07 October 2020 23:46Primarily, when I first run the program I want it to know my details - the db file, company info, and the default directory for saving files such as pdf's (haven't figured out how to implement that last yet). When you run the program, it starts with a default and errors out if say the db file can't be opened.
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I an always hand edit my config file, but thought it would be cleaner if things were done programmatically.

Jim

I see. Well, you can do that, but I think the best fit then for you would be storing config in JSON. Check this one:

[https://www.ultimatepp.org/reference\\$Jsonize\\$en-us.html](https://www.ultimatepp.org/reference$Jsonize$en-us.html)

Subject: Re: Configurations

Posted by [jimlef](#) on Thu, 08 Oct 2020 12:57:28 GMT

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Mirek, Again, Thank you! That is Perfect for what I'm looking for.
