

---

Subject: Trouble iterating over VectorMap<String, String> - general StoreIniFile  
Posted by [blueapples](#) on Tue, 07 Oct 2008 19:22:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am trying to make a general StoreIniFile function that will take a VectorMap<String, String> and save it's contents as a INI formatted string.

This is what I have so far, which fails on the call to cfg.Get() with a failed assert like "i > 0 && i < size"...

```
int StoreIniFile(VectorMap<String, String> cfg, const char *filename) {
    int i = 0;
    String cfgstring;
    Vector<String> keys = cfg.GetKeys();

    if(cfg.GetCount() > 0) {
        PromptOK(Format("found %i items", cfg.GetCount()));
        for(i = 0; i < cfg.GetCount(); i++)
        {
            PromptOK(Format("Key %i: %s Value: %s", i, keys[i], cfg.Get(keys[i])));
            // cfgstring << keys[i] << "=" << cfg.Get(keys[i]) << "\n";
        }
    }
    //SaveFile(filename, cfgstring);
    return true;
}
```

The particular map that I am trying to save is loaded like this:

```
VectorMap<String, String> cfg;
String cfgfile;
cfgfile = ConfigFile();

PromptOK(Format("Config file: %s", cfgfile));

if(FileExists(cfgfile))
{
    //LoadFromFile(cfg, cfgfile);
    cfg = LoadIniFile(cfgfile);
    PromptOK(Format("Loaded testsetting = %s", cfg.Get("testsetting")));
} else {
    // Set default settings
    cfg.Add("testsetting", "test setting value");
}
```

Any help would be appreciated. I have used C++ in the past but not really extensively. I'm looking for a new development platform and trying to convert some of my projects over to Upp to see if it will be a good solution. So far, it seems like it has everything, but I seem to have some gaps in my C++ knowledge, and struggle with the relatively light documentation for Upp... it still might be the solution for me though as I really like reading library code .

---

---

Subject: Re: Trouble iterating over VectorMap<String, String> - general StoreIniFile  
Posted by [mirek](#) on Tue, 07 Oct 2008 19:39:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

blueapples wrote on Tue, 07 October 2008 15:22I am trying to make a general StoreIniFile function that will take a VectorMap<String, String> and save it's contents as a INI formatted string.

This is what I have so far, which fails on the call to cfg.Get() with a failed assert like "i > 0 && i < size"...

```
int StoreIniFile(VectorMap<String, String> cfg, const char *filename) {  
    int i = 0;  
    String cfgstring;  
    Vector<String> keys = cfg.GetKeys();
```

This would "pick" cfg, effectively destroying its content. (Same applies to the function parameter cfg!) You can use

```
[code]  
const Vector<String>& keys = cfg.GetKeys();  
[/quote]
```

if you need to "see" keys as Vector, anyway, I believe you really do not:

```
int StoreIniFile(const VectorMap<String, String>& cfg, const char *filename) {  
    int i = 0;  
    String cfgstring;  
    if(cfg.GetCount() > 0) {  
        PromptOK(Format("found %i items", cfg.GetCount()));  
        for(i = 0; i < cfg.GetCount(); i++)  
        {  
            PromptOK(Format("Key %i: %s Value: %s", i, cfg.GetKey(i), cfg[i]));  
            cfgstring << cfg.GetKey(i) << "=" << cfg[i] << "\n";  
        }  
    }  
}
```

```
//SaveFile(filename, cfgstring);  
return true;  
}
```

Also notice the change in function signature...

Quote:

I seem to have some gaps in my C++ knowledge,

Actually, you need U++ knowledge here, this is not quite a traditional way of C++.

Mirek

---

---

Subject: Re: Trouble iterating over VectorMap<String, String> - general StoreIniFile  
Posted by [blueapples](#) on Tue, 07 Oct 2008 21:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Awesome, that worked... I guess... I don't understand why though. Is there a list of U++ specific concepts that I can refer to?

---

---

Subject: Re: Trouble iterating over VectorMap<String, String> - general StoreIniFile  
Posted by [mirek](#) on Tue, 07 Oct 2008 21:23:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

[http://www.ultimatepp.org/srcdoc\\$Core\\$Caveats\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Caveats$en-us.html)  
[http://www.ultimatepp.org/srcdoc\\$Core\\$pick\\_\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$pick_$en-us.html)  
[http://www.ultimatepp.org/srcdoc\\$Core\\$PickTypes\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$PickTypes$en-us.html)  
[http://www.ultimatepp.org/srcdoc\\$Core\\$Moveable\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Moveable$en-us.html)  
[http://www.ultimatepp.org/srcdoc\\$Core\\$Tutorial\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Tutorial$en-us.html)

are the most related to this problem.

Mirek

---

---

Subject: Re: Trouble iterating over VectorMap<String, String> - general StoreIniFile  
Posted by [blueapples](#) on Wed, 08 Oct 2008 01:17:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oh! Thank you. I guess I didn't look hard enough, they are sort of right there aren't they. Sorry!

---