
Subject: TextSettings update

Posted by [cbpporter](#) on Fri, 06 Feb 2009 18:29:33 GMT

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TextSettings is fairly useless right now. There is no way to handle an INI file without knowing what is inside.

I propose these changes:

```
class TextSettings {
    VectorMap< String, VectorMap< String, String > > settings;

public:
    String Get(const char *group, const char *key) const;
    String Get(const char *key) const           { return Get("", key); }
    String Get(int groupIndex, const char *key) const;
    String Get(int groupIndex, int keyIndex) const;

    String operator()(const char *group, const char *key) const { return Get(group, key); }
    String operator()(const char *key) const                    { return Get(key); }

    void Clear()                                               { settings.Clear(); }
    void Load(const char *filename);

    int GetGroupCount()                                       { return settings.GetCount(); }
    int GetKeyCount(int group)                                { return settings[group].GetCount(); }

    String GetGroupName(int groupIndex)                       { return settings.GetKey(groupIndex); }
    String GetKey(int groupIndex, int keyIndex)               { return
settings[groupIndex].GetKey(keyIndex); }
};

String TextSettings::Get(const char *group, const char *key) const
{
    int itemi = settings.Find(group);
    return itemi < 0 ? Null : settings.Get(group).Get(key, Null);
}

String TextSettings::Get(int groupIndex, const char *key) const
{
    return groupIndex >= 0 && groupIndex < settings.GetCount() ? settings[groupIndex].Get(key,
Null) : Null;
}

String TextSettings::Get(int groupIndex, int keyIndex) const
{
```

```
if (groupIndex >= 0 && groupIndex < settings.GetCount())
    return keyIndex >= 0 && keyIndex < settings[groupIndex].GetCount() ?
settings[groupIndex][keyIndex] : Null;
else
    return Null;
}
```

Subject: Re: TextSettings update
Posted by [mirek](#) on Sun, 08 Feb 2009 07:03:53 GMT
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OK, why not. In Core now.

Mirek

Subject: Re: TextSettings update
Posted by [navinv](#) on Thu, 01 Sep 2011 12:08:02 GMT
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Hi Mirek,

I am using TextSettings, currently you can't have any whitespace before or after the equal sign. I have to write like this...

```
[MySQL]
host=localhost
user=root
password=mysql
db=insure
```

But instead I would prefer to write like

```
[MySQL]
host    = localhost
user    = root
password = mysql
db      = insure
```

I propose a minor change to handle the whitespaces before and after the equal sign.

Util.cpp, Line 444

```
settings[themi].GetAdd(key) = value;
settings[themi].GetAdd(TrimBoth(key)) = TrimBoth(value);
```

Subject: Re: TextSettings update
Posted by [mirek](#) on Fri, 02 Sep 2011 08:07:43 GMT
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OK, why not.

Mirek

Subject: Re: TextSettings update
Posted by [navinv](#) on Fri, 10 Feb 2012 05:44:35 GMT
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Hi Mirek,

After update to 4193, I realized that you have updated the Util.cpp as I suggested, Thank you. But I am not able to understand why you have left the key variable.

Is there any particular reason why you did this.

This is what I suggested `settings[themei].GetAdd(TrimBoth(key)) = TrimBoth(value);`

This is what you did `settings[themei].GetAdd(key) = TrimBoth(value);`

Regards
