Subject: Little .ini reading request Posted by mrjt on Fri, 08 Jan 2010 12:49:30 GMT View Forum Message <> Reply to Message

The current Ini file reading util function is very handy, but it is unable to cope with sections that some people put in .Ini files. These are usually deliminated by [SECTION_NAME], but people have nasty habit of just making it up as they go along

I have a requirement to read such a file and wondered whether the following minor change could be committed for me so that I don't have to duplicate code:

```
Util.cpp:
VectorMap<String, String> LoadIniFile(const char *filename) {
FileIn in(filename):
if(!in) return VectorMap<String, String>();
return LoadIniStream(in);
}
VectorMap<String, String> LoadIniStream(Stream &in) {
VectorMap<String, String> key;
int c:
if((c = in.Get()) < 0) return key;
for(;;) {
 String k, v;
 for(;;) {
 if(IsAlNum(c) || c == '_')
  k.Cat(c);
  else
  break:
  if((c = in.Get()) < 0) return key;
 for(;;) {
 if(c != '=' && c != ' ') break;
 if((c = in.Get()) < 0) return key;
 for(;;) {
 if(c < ' ') break;
 v.Cat(c);
 if((c = in.Get()) < 0) break;
 if(!k.lsEmpty())
 key.Add(k, v);
 if(k == "LINK") {
 in.Close();
 if(!in.Open(v) || (c = in.Get()) < 0) return key;
 }
 else
 for(;;) {
```

```
if(IsAlNum(c) || c == '_') break;
if((c = in.Get()) < 0) return key;
}
}</pre>
```

Util.h:

VectorMap<String, String> LoadIniFile(const char *filename);

VectorMap<String, String> LoadIniStream(Stream &in);

This means that I can just read .Ini file to correct section myself and then call LoadIniStream.

Cheers!

Subject: Re: Little .ini reading request

Posted by mirek on Fri, 08 Jan 2010 17:13:03 GMT

View Forum Message <> Reply to Message

mrjt wrote on Fri, 08 January 2010 07:49The current Ini file reading util function is very handy, but it is unable to cope with sections that some people put in .Ini files. These are usually deliminated by [SECTION_NAME], but people have nasty habit of just making it up as they go along

I have a requirement to read such a file and wondered whether the following minor change could be committed for me so that I don't have to duplicate code:

```
Util.cpp:
```

```
VectorMap<String, String> LoadIniFile(const char *filename) {
FileIn in(filename);
if(!in) return VectorMap<String, String>();
return LoadIniStream(in):
}
VectorMap<String, String> LoadIniStream(Stream &in) {
VectorMap<String, String> key;
int c;
if((c = in.Get()) < 0) return key;
for(;;) {
 String k, v;
 for(;;) {
 if(IsAlNum(c) || c == '_')
  k.Cat(c);
 else
  break:
 if((c = in.Get()) < 0) return key;
 for(;;) {
 if(c != '=' && c != ' ') break;
 if((c = in.Get()) < 0) return key;
```

```
}
 for(;;) {
 if(c < ' ') break;
 v.Cat(c):
  if((c = in.Get()) < 0) break;
 if(!k.lsEmpty())
 key.Add(k, v);
 if(k == "LINK") {
 in.Close();
 if(!in.Open(v) || (c = in.Get()) < 0) return key;
 else
 for(;;) {
  if(IsAlNum(c) || c == '_') break;
  if((c = in.Get()) < 0) return key;
 }
}
}
```

Util.h:

VectorMap<String, String> LoadIniFile(const char *filename);

VectorMap<String, String> LoadIniStream(Stream &in);

This means that I can just read .Ini file to correct section myself and then call LoadIniStream.

Cheers!

Why not.

BTW, what about adding some "real" support. Maybe we can detect sections and create keys like "SECTION.KEY"?

Mirek

Subject: Re: Little .ini reading request Posted by mirek on Sun, 10 Jan 2010 13:35:38 GMT View Forum Message <> Reply to Message

[quote title=mrjt wrote on Fri, 08 January 2010 07:49]The current Ini file reading util function is very handy, but it is unable to cope with sections that some people put in .Ini files. These are usually deliminated by [SECTION_NAME], but people have nasty habit of just making it up as they go along

I have a requirement to read such a file and wondered whether the following minor change could be committed for me so that I don't have to duplicate code:

Util.cpp:

```
VectorMap<String, String> LoadIniStream(Stream &in) { .... if(!in.Open(v) || (c = in.Get()) < 0) }
```

It is really weird, but Stream does not have Open method....

(That said, the code compiled just fine until now).

Subject: Re: Little .ini reading request

Posted by mrit on Mon, 11 Jan 2010 11:51:30 GMT

View Forum Message <> Reply to Message

luzr wrote on Sun, 10 January 2010 13:35mrjt wrote on Fri, 08 January 2010 07:49The current Ini file reading util function is very handy, but it is unable to cope with sections that some people put in .Ini files. These are usually deliminated by [SECTION_NAME], but people have nasty habit of just making it up as they go along

I have a requirement to read such a file and wondered whether the following minor change could be committed for me so that I don't have to duplicate code:

Util.cpp:

VectorMap<String, String> LoadIniStream(Stream &in) { if(!in.Open(v) || (c = in.Get()) < 0) }

It is really weird, but Stream does not have Open method....

(That said, the code compiled just fine until now).

Sorry, that was my fault. My brain clearly wasn't working very well that day. It isn't even a good solution to the problem!

I see you've fixed it and committed it though. Thanks a lot. I think I'll work on an optionally section compatible version and get back to you.