
Subject: Little .ini reading request

Posted by [mrjt](#) on Fri, 08 Jan 2010 12:49:30 GMT

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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 delimited 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.IsEmpty())
            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;
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}
}
}

```

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

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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 delimited by [SECTION_NAME], but people have nasty habit of just making it up as they go along

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}
}

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Util.h:

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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

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[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 delimited by [SECTION_NAME], but people have nasty habit of just making it up as they go along

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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 [mrjt](#) on Mon, 11 Jan 2010 11:51:30 GMT

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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 delimited by [SECTION_NAME], but people have nasty habit of just making it up as they go along

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(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.