Subject: CParser::GetSpacePtr
Posted by mirek on Sat, 03 Dec 2011 10:29:59 GMT
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It is a very minor feature, but can be handy (it is in W++ template system .

CParser normally eats whitespaces after each token. I have now added GetSpacePtr that returns a pointer at the start of these whitespaces:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 CParser p("  someid     $$      and");
 LOG("GetPtr:      " << AsCString(p.GetPtr()));
 LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
 p.Id("someid");
 LOG("GetPtr:      " << AsCString(p.GetPtr()));
 LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
 p.Char('$');
 LOG("GetPtr:      " << AsCString(p.GetPtr()));
 LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
 p.Char('$');
 LOG("GetPtr:      " << AsCString(p.GetPtr()));
 LOG("GetSpacePtr: " << AsCString(p.GetSpacePtr()));
}
```

```
GetPtr:      "someid     $$      and"
GetSpacePtr: "  someid     $$      and"
GetPtr:      "$$      and"
GetSpacePtr: "     $$      and"
GetPtr:      "$      and"
GetSpacePtr: "$      and"
GetPtr:      "and"
GetSpacePtr: "      and"
```