

U++ - Bug #453

Improve .ini files

03/08/2013 08:38 AM - Miroslav Fidler

Status:	Approved	Start date:	03/08/2013
Priority:	Normal	Due date:	
Assignee:	Tomas Ebenlendir	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour

Description

Příkladam svoji predstavu o nacistani ini souboru v uppsrc/Core/Ini.cpp, ustrizek nahrazuje funkce LoadIniFile a LoadIniStream.

Pri zapnutem flagLOOSEINI se to chova jako drive. Pri vypnutem flagLOOSEINI to: ignoruje radky ktere pred prvnim alfanumerickym (nebo podtrzitkem) maji neco co neni mezera.

To zapne podporu pro bezne komentare v ini souborech (';' a '#').

Zaroven pridavam @include, ktery se chova jako opravdovy include, na rozdil od LINK, ktery /prepina/ vstup. (Navic jsem pridal @end, ktery umoznuje zakomentovat vse az do konce souboru)

```
static void LoadIniStream(Stream &sin, VectorMap<String, String>& ret);
static void LoadIniFile(const char *filename, VectorMap<String, String>& ret) {
    FileIn in(filename);
    if(in) LoadIniStream(in, ret);
}
```

```
static void LoadIniStream(Stream &sin, VectorMap<String, String>& key){
    Stream *in = &sin;
    FileIn fin;
    int c;
    if((c = in->Get()) < 0) return;
    for(;;) {
        String k, v;
#ifdef flagLOOSEINI
        while (IsSpace(c))
            if((c = in->Get()) < 0) return;
        if (c == '@') {
            k.Cat(c);
            if((c = in->Get()) < 0) return;
        }
#endif
        for(;;) {
            if(IsAInum(c) || c == '_')
                k.Cat(c);
            else
                break;
            if((c = in->Get()) < 0) return;
        }
        for(;;) {
#ifdef flagLOOSEINI
            if(c != '=' && c != ' ') break;
#endif
            if(c != '=' && c != ' ' && c != '\t') break;
```

```

#endif
        if((c = in->Get()) < 0) return;
    }
    for(;;) {
        if(c < ' ') break;
        v.Cat(c);
        if((c = in->Get()) < 0) break;
    }
#ifdef flagLOOSEINI
    if(k.StartsWith("@")) {
        if (ToLower(k) == "@end")
            return;
        if (ToLower(k) == "@include")
            LoadIniFile(v, key);
    } else
#endif
    if(!k.IsEmpty())
        key.Add(k, v);
    if(k == "LINK") {
        if(in == &fin)
            fin.Close();
        if(!fin.Open(v) || (c = in->Get()) < 0) return;
        in = &fin;
    }
    else
        for(;;) {
#ifdef flagLOOSEINI
            if(IsAlNum(c) || c == '_') break;
#else
            if(c == '\r' || c == '\n') break;
#endif
        }
    }
}

VectorMap<String, String> LoadIniStream(Stream &sin) {
    VectorMap<String, String> ret;
    LoadIniStream(sin, ret);
    return ret;
}

VectorMap<String, String> LoadIniFile(const char *filename) {
    VectorMap<String, String> ret;
    LoadIniFile(filename, ret);
    return ret;
}

```

History

#1 - 03/09/2013 12:42 PM - Miroslav Fidler

In the end I have decided to refactor the code a little bit more...

#2 - 03/09/2013 12:49 PM - Miroslav Fidler

- *Status changed from New to Ready for CR*
- *Assignee changed from Miroslav Fidler to Tomas Ebenlendr*

#3 - 03/09/2013 12:58 PM - Miroslav Fidler

testing package: upptst/LoadIniStream

#4 - 03/23/2013 01:08 PM - Miroslav Fidler

- *Status changed from Ready for CR to Approved*