

---

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 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> 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).

---