
Subject: Re: .ini

Posted by [saberhawk](#) on Sat, 14 May 2011 12:58:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why not just use INIClass directly, instead of SettingsLoader? It's inside engine_io.h and it's pretty simple to use. If you'd like to load lists of objects, let me know and I'll upload a modified engine_io with two extra INIClass functions that make it alot easier to do so.

```
/*
; lolhax.ini
[Section]
IntegerValue=42
FloatValue=13.37
BooleanValue=yes
StringValue=Can you hear me now?
*/

int integer_value = 42;
float float_value = 13.37f;
bool boolean_value = true;
char string_value[128] = "Can you hear me now?";

INIClass* ini = Get_INI("lolhax.ini");
if (ini)
{
integer_value = ini->Get_Int("Section", "IntegerValue", 42);
float_value = ini->Get_Float("Section", "FloatValue", 13.37f);
boolean_value = ini->Get_Bool("Section", "BooleanValue", true);
ini->Get_String("Section", "StringValue", "Can you hear me now?", string_value,
sizeof(string_value));
Release_INI(ini);
}
```