

WritePrivateProfileStructA Demo

- [tsh73](#)

Demonstration Program

Accompanies the article on [Initialization Files](#)

- [tsh73](#) advises, "Run it, write it, read it, break it and try to write again."

```
print
" * WritePrivateProfileStructA / GetPrivateProfileStructA demo *"
'based on code by Richard Russel (80%) and by Stefan Pendl (15%)
print

dim info$(1, 1) 'for fileExists
struct config, soundon$ as char[12], fullscreen as long
SoundOn$ = "sound is on"
config.soundon$.struct = SoundOn$
config.fullscreen.struct = 4

print "Initial values: [soundon$ = ";config.soundon$.struct;
"] [fullscreen = ";config.fullscreen.struct;"]"

if right$(DefaultDir$,1)<>"\" then
    DefaultDir$=DefaultDir$+"\"
end if
inifile$ = DefaultDir$ + "testINI.ini"
print inifile$
if fileExists("", inifile$) then print "File exists" else print
"No such file"
print

[mnu]
print "1. Write INI"
print "2. Read INI"
print "3. Delete INI"
print "4. Mess with INI with Notepad (don't forget to save it)"
print "0. Exit"
input "Enter selection: ";sel
if sel = 0 then end
```

```
    if sel <1 or sel >4 then [mnu]

select case sel
case 1
    size = len(config.struct)

    calldll #kernel32, "WritePrivateProfileStructA", _
    "settings" as ptr, _    ' Section name
    "config" as ptr, _      ' Key name
    config as struct, _     ' Structure
    size as ulong, _        ' Size of structure
    inifile$ as ptr, ret as long

    if ret=0 then
        'If the function successfully copies the string to the initialization
        file, the return value is nonzero.
        print "Some error happened"
        call displayError
    else
        print "Write OK"
    end if

case 2
    size = len(config.struct)

    calldll #kernel32, "GetPrivateProfileStructA", _
    "settings" as ptr, _    ' Section name
    "config" as ptr, _      ' Key name
    config as struct, _     ' Structure
    size as ulong, _        ' Size of structure
    inifile$ as ptr, ret as long

    if ret=0 then
        'If the function succeeds, the return value is nonzero.
        print "Some error happened"
        call displayError
    else
        print "Read OK"
        ' To retrieve the information from the struct:
        ,

        SoundOn$ = config.soundon$.struct
        FullScreen = config.fullscreen.struct
        print "SoundOn$: ";SoundOn$
        print "FullScreen: ";FullScreen
    end if
```

```
case 3
    call tryToKill inifile$
    if fileExists("", inifile$) then print
"File still exists" else print "No such file"

case 4
    run "notepad.exe "+inifile$

end select

goto [mnu]

end

sub tryToKill filename$
'try to kill it
'don't care much if failed
    on error goto [handler]
    kill filename$
[handler]
end sub

sub displayError
' by Stefan Pendl
callDll #kernel32, "GetLastError", _
    ErrorCode as ulong

    dwFlags = _FORMAT_MESSAGE_FROM_SYSTEM
    nSize = 1024
    lpBuffer$ = space$(nSize); chr$(0)
    dwMessageID = ErrorCode

    callDll #kernel32, "FormatMessageA", _
        dwFlags      as ulong, _
        lpSource      as ulong, _
        dwMessageID  as ulong, _
        dwLanguageID as ulong, _
        lpBuffer$     as ptr, _
        nSize         as ulong, _
        Arguments     as ulong, _
        result        as ulong

    print "Error "; ErrorCode; ": "; left$(lpBuffer$, result)
end sub
```

```
function fileExists(path$, filename$)
  files path$, filename$, info$()
  fileExists = val(info$(0, 0)) 'non zero is true
end function
```