# minIni

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MININI是一个在嵌入式系统中用来读"INI"文件的程序库，MININI使用少量资源，拥有一个确定的内存占用而且可以被配置于不同的I/O库。

对于MININI最重要的目标是可以被用于嵌入式RTOS(甚至不用任何操作系统)。MININI要求系统提供一种存储方式和文件和流 I/O，但是它并不要求文件和流 I/O与C/C++标准库兼容—事实上，标准库对于嵌入式系统来说常常过于累赘且造成资源不够用

# 目录

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The MINIINI library was derived in part from the article “Multiplatform .INI Files” by Joseph J. Graf in the March 1994 issue of Dr. Dobb’s Journal.

# Introduction

MININI is a library to read and write simple configuration files with a format compatible with "INI" files. The MININI library features a small code size footprint and it requires little resources (e.g. RAM). It is therefore suitable for use in (small) embedded systems.

The INI file format is best known from Microsoft Windows, with its functions `GetProfileString` and `WriteProfileString` to read from and write to INI files. The functions in MININI are modelled after the functions of the Windows SDK, but they are not fully compatible with them.

Although the main asset of MININI is that it is small and minimal, it has a few other features:

- MININI supports reading keys that are outside a section, and it thereby supports configuration files that do not use sections (but that are otherwise compatible with INI files).
- Section and key enumeration are supported.
- You may use a colon to separate key and value; the colon is equivalent to the equal sign. That is, the strings "`Name: Value`" and "`Name=Value`" have the same meaning.
- Trailing comments (i.e. behind a key/value pair on a line) are allowed. The hash character ("`#`") is an alternative for the semicolon to start a comment.
- When writing a value that contains a comment character ("`;`" or "`#`"), that value will automatically be put between double quotes; when reading the value, these quotes are removed. When a double-quote itself appears in the setting, these characters are escaped.
- Flexible rational number support, either fixed-point or floating-point.
- Since writing speed is *much* lower than reading speed in Flash memory (SD/MMC cards, USB memory sticks), MININI caches "file writes" to optimize performance, and it does so in a way that does not require extra memory.
- The memory footprint is deterministic. There is no dynamic memory allocation.

## Limitations

MININI's design is aimed at being full-featured while using a small and *deterministic* memory footprint. It is not optimized for speed. On performance-sensitive code, I advice to read any values or settings that are needed *ahead* of the time and to store these in variables.

Specifically, MINIINI does *not* cache any key/value pairs that it reads from the INI file. It also does *not* keep the INI file open between calls; MINIINI closes the file after every read or write operation.

When writing to an INI file, MINIINI creates a temporary file into which it copies (with modifications) the original file. On success, it deletes the original file and renames the temporary file back. If several settings must be changed, this cycle repeats for every setting.

There is no inherent file locking mechanism that protects against multiple applications (or threads, or tasks) accessing the same INI file. If an INI file is shared accross multiple programs/threads/tasks, see section Multi-tasking on page 10 for tips and options.

# INI file syntax

An INI file has a simple syntax with name/value pairs in a plain text file. The name must be unique (per section) and the value must fit on a single line. An INI file is commonly separated into sections —in MINIINI, this is optional. A section is a name between square brackets, like "`[Network]`" in the example below.

LISTING: Example INI file

```
[Network]
hostname = My Computer
address = dhcp
dns = 192.168.1.1
```

In the API and in this documentation, the "name" for a setting is denoted as the *key* for the setting. The key and the value are separated by an equal sign ("="). MINIINI supports the colon ("`:`") as an alternative to the equal sign for the key/value delimiter.

Section and key name comparisons are case insensitive in MINIINI (as is the case in the Microsoft Windows API). Therefore, in the INI file you may type "`DNS = 192.168.1.1`" just as well as "`dns = 192.168.1.1`".

Leading a trailing spaces around values or key names are removed. If you need to include leading and/or trailing spaces in a value, put the value between double quotes. The `ini_gets` function strips off the double quotes from the returned value. Function `ini_puts` adds double quotes if the value to write contains trailing white space (or special characters).

MINIINI ignores white space characters around the "=" or "`:`" delimiters, as well as spaces after the opening bracket "`[`" of a section and before the

matching closing bracket "]". It does not remove spaces inside key or section names. Key names and section names may therefore have embedded spaces.

Comments in the INI must start with a semicolon (";") or a hash character ("#"), and run to the end of the line. A comment can be a line of its own, or it may follow a key/value pair.

There is only a single hierarchy in an INI file: section and key.

# Using minIni

The first step in using MINIINI is making sure that it compiles. The library consists of only one C file and two header files, so the amount of configuration to do is minimal. If you cannot use the standard C/C++ library, there is, however, a configuration file (or "glue" file) that you must make or customize; this file is explained in the next section. The MINIINI distribution comes with a default configuration file that maps to the standard C library (specifically the file I/O functions from the "`stdio`" package) and example glue files for a few embedded file system libraries for embedded systems —see appendix A of this manual.

Once you have a good glue file, you can add the source file of MINIINI to your project and include the header file "`minIni.h`" in your source code files. In your source code, you can then use the functions in the MINIINI library to read text and values from INI files and to write text and values to an INI file. See the Function reference for details.

MINIINI uses string functions from the standard C/C++ library, including one function that is not in the ANSI C standard: `strnicmp`. On the Unix and Linux platforms, this function is usually called `strncasecmp`. If you are using a GNU GCC compiler, but you are not compiling for a Linux or "BSD" platform, you may need to define `strnicmp` as `strncasecmp` in the glue file (see below). If your compiler provides neither `strnicmp` nor `strncasecmp`, you can use a portable implementation in MINIINI by defining the macro `PORTABLE_STRNICMP` in the glue file (or on the compiler command line).

A notable limitation of MINIINI is that there is a (fixed) maximum length of a line that can be read from an INI file. This maximum length is configurable (at compile-time, not at run-time) and it may be short on embedded systems —see page 6.

When running in an Unicode environment or when moving the INI file across platforms, there may be other considerations concerning the use of MINIINI — see the relevant sections in this chapter, specifically the section on Unicode on page 8.

## The glue file

The MINIINI library must be configured for a platform with the help of a so-called "glue file". This glue file contains macros (and possibly "inline" functions) that map file reading and writing functions used by the MINIINI library to those provided by the operating system. The glue file must be called "`minGlue.h`".

One general configuration is whether internal error checking via "assertions" is active. The MINIINI library uses the `assert` macro to help catch errors in the MINIINI library and/or catch errors in how the application interfaces with the MINIINI library. To build a release version, one typically recompiles all source code with the `NDEBUG` macro set.

In the case that your (embedded) platform lacks an `assert.h` file, you may want to define `NDEBUG` in the `minGlue.h` file.

## • I/O functions

The MINIINI source code requires functions from a file I/O library to perform the actual reading and writing. This can be any library; MINIINI does not rely on the availability of a standard C library, because embedded operating systems may have limited support for file I/O. Even on full operating systems, separating the file I/O from the INI format parsing carries advantages, because it allows you to cache the INI file and thereby enhance performance.

The functions that you need to implement, or map to standard file I/O functions are:

LISTING: Functions to map in the "glue file"

```
int ini_openread(const char *filename, INI_FILETYPE *file)
int ini_openwrite(const char *filename, INI_FILETYPE *file)
int ini_close(INI_FILETYPE *file)
int ini_read(char *buffer, size_t size, INI_FILETYPE *file)
int ini_write(char *buffer, INI_FILETYPE *file)
int ini_rename(const char *source, const char *dest)
int ini_remove(const char *filename)
int ini_tell(INI_FILETYPE *file, INI_FILEPOS *pos)
int ini_seek(INI_FILETYPE *file, INI_FILEPOS *pos)
```

All functions should return zero on failure and a non-zero value on success. For examples of "implementations" for the above functions, see appendix A on page 24.

The `ini_remove` function is redundant if `ini_rename` overwrites an existing destination file. When using GCC and Glibc as the C library, you may use the behaviour of the `rename` function (from Glibc) to overwrite the destination if it exists. Removing the original file before renaming the new file to the original name is then redundant, and the definition of `ini_remove` is then likewise redundant. When not using GCC and Glibc, you should consult the documentation for your compiler and library; standard C defines the behaviour of `rename` in this condition as implementation-defined.

The `INI_FILETYPE` type used in the above "glue" functions, must also be defined in the glue file. If you are using the standard C/C++ file I/O library, this is the "`FILE*`" type of the standard C/C++ file I/O library. On embedded systems with a different I/O library, chances are that you need a different handle or "structure" to identify the storage. For example:

```
#define INI_FILETYPE    HANDLE
```

The MINIINI functions will declare variables of the `INI_FILETYPE` type and pass these variables to sub-functions (including the glue interface functions) by reference.

For read-only support of INI files, only the macros/functions `ini_openread`, `ini_close` and `ini_read` are needed (see also page 7). The other functions are only needed for writing support. The type that holds the "file position" (for functions `ini_tell` and `ini_seek`) must be declared as well. For applications that use the standard C/C++ file I/O library functions `fgetpos` and `fsetpos`, this is the `fpos_t` type.

```
#define INI_FILEPOS     fpos_t
```

Function `ini_openread` is for opening an existing file, and for opening it for reading only. Function `ini_openwrite` must create a new file, or delete and re-create an existing file. The definition of the function `ini_openrewrite` is optional; if available, it is used to open an existing file for writing, but without truncating the file (many libraries call this "read + write mode"). Function `ini_openrewrite` allows for an optimization in the special case that an update of a setting does not cause the file length to be changed.

On Microsoft Windows and DOS, files can be opened in either "text mode" or in "binary mode", and this relates mostly on the line termination translation. Despite INI files being text files, it is advised to open the INI file in binary mode.

See see appendix A on page 24 for examples of glue files for various file systems.

## • Buffer size (maximum line length)

Another item that needs to be configured is the buffer size. The functions in the MINIINI library allocate this buffer on the stack, so the buffer size is directly related to the stack usage. In addition, the buffer size determines the maximum line length that is supported in the INI file and the maximum path name length for the temporary file (for writing support). For example, `minGlue.h` could contain the definition:

```
#define INI_BUFFERSIZE      512
```

The above macro limits the line length of the INI files supported by MININI to 512 characters.

The buffer size declared here is also the size of the "write cache" that MININI uses to optimize performance on file writes.

## • Read-only support

In its default configuration, MININI supports both reading and writing INI files. If your application does not require write support, you can add a setting to the `minGlue.h` file to strip out the unneeded code.

```
#define INI_READONLY
```

When writing a setting to an INI, MININI writes it to a temporary file, copies the other sections and keys from the original INI file, and then deletes the original file and renames the temporary file to the name of the original file. This approach uses the least amount of memory. The disadvantage is that writes to an INI file are slow, especially on large INI files.

Furthermore, when writing to the temporary file, MININI repeatedly looks ahead in the source INI and jumps back to a position that it marked earlier. The goal of this design is to minimize the number of inidividual "write actions" to the file, because on Flash memory (and EEPROM memory), writing is an order of magnitude slower than reading.

The path name of the temporary file is the same as the input file, but with the last character set to a tilde ("~").

## • Browsing support

An affecient way to scan through the complete INI file and read all settings, is with `ini_browse`, see page 11. Browsing support may be excluded from the MININI library by defining the `INI_NOBROWSE` definition.

## • Rational number support

MININI can be configured to support reading and writing single-precision floating point values —see the functions `ini_getf` and `ini_putf`. Embedded processors may lack floating point hardware and software emulation of floating-point operations may be too costly in resources (memory). For these platforms, alternatives are to switch to a fixed-point representation or, when rational numbers are not relevant for the project, to disable the rational number support in MININI altogether.

To enable rational number support, a macro for the type and macros or interface functions for number-to-text conversions must be added to `minGlue.h`. For the standard C/C++ library, you can add the following definitions to the glue file:

```
#define INI_REAL                float
#define ini_ftoa(string,value)  sprintf((string),"%f",(value))
#define ini_atof(string)        (INI_REAL)strtod((string),NULL)
```

For a different representation of rational numbers, only the definitions in `minGlue.h` have to change. The following example is based on the "`fixedptc`" library by Ivan Voras.

```
#define INI_REAL                fixedpt
#define ini_ftoa(string,value)  fixedpt_str((value),(string))
#define ini_atof(string)        fixedpt_val((string))
```

To disable rational number support, remove the declaration for the `INI_REAL` type from the `minGlue.h` file.

## • Unicode (enable/disable)

MINIINI can be compiled with Unicode support, but it delegates storing the actual characters to the "glue" routines. Although you can use standard Unicode file reading and writing routines to create and query INI files in Unicode text format, it is advised to keep the INI file format as ASCII, for best compatibility with other implementations. To store Unicode characters in the ASCII file, convert the Unicode data to (and from) UTF-8 (the MINIINI library does not provide functions for this conversion).

It is advised to keep the section and key names as ASCII or ANSI Latin-1; only the "values" of each key should be encoded as UTF-8.

Currently, all distributions of Linux lack a header file called `tchar.h` which adds a portability layer for source code that can be compiled as ASCII or as Unicode. MINIINI relies on `tchar.h` when compiling for Unicode. Therefore, when compiling a Unicode application under Linux, you have two options: create a minimal version of `tchar.h` yourself, or compile MINIINI for the 8-bit ANSI character set, while the remainder of the application is Unicode. To force-compile MINIINI for ANSI, add the definition `INI_ANSIONLY` in the glue file ("`minGlue.h`"). For example:

```
#define INI_ANSIONLY   /* ignore UNICODE or _UNICODE macros, compile as ASCII/ANSI */
```

## • Line termination

On Microsoft Windows and DOS, lines of text files are usually terminated by a CR-LF character pair ("\r\n" in C/C++ terminology). On Linux and Unix (and macOS), the line terminator is only the LF character.

The line termination convention is not important when reading from INI files, because MINIINI strips off all trailing white space (and control characters such as carriage-return and line-feed are considered white space). The line termination convention is also not important when the INI file is only accessed by MINIINI. Finally, if you use the standard C/C++ library as the back-end for reading and writing files, this standard C/C++ library may already handle the platform-dependent line termination for you.

However, if you wish to read and adjust the INI files with other applications, across platforms —e.g. edit the INI file with a simple text editor as Notepad on Microsoft Windows and then store it on an embedded device with a Linux-based operating system, then it may be advantageous to tell MINIINI the line termination characters to use. To do so, define the macro `INI_LINETERM` in the file "`minGlue.h`" and set it to the character or characters to use. For example:

```
#define INI_LINETERM    "\r\n"
```

## • Summary of configuration macros

`INI_ANSIONLY` If this macro is defined, INI files are forced to be written with 8-bit characters (ASCII or ANSI character sets), regardless of whether the remainder of the application is written as Unicode. See page 8.

`INI_BUFFERSIZE` The maximum line length that is supported, as well as the maximum path length for temporary file (if write access is enabled). The default value is 512. See page 6.

`INI_FILEPOS` The type for a position in a file. This is a *required setting* if writing support is enabled.

`INI_FILETYPE` The type for a variable that represents a file. This is a *required setting*. See page 6.

`INI_LINETERM` This macro should be set to the line termination character (or characters). If left undefined, the default is a line-feed character. Note that the standard file I/O library may translate a line-feed character to a carriage-return/line-feed pair (this depends on the file I/O library). See page 9

`INI_NOBROWSE` Exclude the `ini_browse` function from the MININI library.

`INI_READONLY` If this macro is defined, write access is disabled (and the code for writing INI files is stripped from the MININI library. See page 7

`INI_REAL` The type for a variable that represents a rational number. If left undefined, rational number support is disabled. See page 7.

`NDEBUG` If defined, the `assert` macro in the MININI source code is disabled. Typically developers build with assertions enabled during development and disable them for a release version. If your platform lacks an `assert` macro, you may want to define the `NDEBUG` macro in the `minGlue.h` file.

`PORTABLE_STRNICMP`
If defined, MININI uses an internal, portable `strnicmp` function. This is required for platforms that lack this function —note that MININI already handles the case where this function is called `strncasecmp`. See page 4.

# Multi-tasking

The MININI library does not have any global variables and it does not use any dynamically allocated memory. Yet, the library should not be considered "thread-safe" or re-entrant, because it implicitly uses a particular shared resource: the file system.

Multiple tasks reading from an INI file do not pose a problem. However, when one task is writing to an INI file, no other tasks should access this INI file —neither for reading, nor for writing. It might be easier, in the implementation, to serialize *all* accesses of the INI file.

The first advise in protecting resources from concurrent access in a multi-tasking environment is to avoid sharing resources between tasks. If only a single task uses a resource, no semaphore protection is necessary and no priority inversion or deadlock problems can occur. This advise also applies to the MININI library. If possible, make a single task the "owner" of the INI file and create a client/server architecture for other tasks to query and adjust settings.

If access to the INI file must be shared between tasks (and at least one of the tasks writes to the INI file), you need to write wrappers around the functions of the MININI library that block on a mutex or binary semaphore, or that use the file locking mechanism in the operating system. See the next sections for tips specific to an operating systems.

- Linux

An option in Linux (and other Unix-like environments) is to use an advisory lock on the calls to open the INI file. In the snippet below, the glue function `ini_openread` sets a "shared" file lock (allowing others to also open the file for reading), but `ini_openwrite` sets an "exclusive" lock on the file.

The lock can only be set after opening the file, which is why `ini_openwrite` first attempts to open an existing file, and creates a new file if no existing file can be opened. If it had started by creating a new file, the call to `fopen` with the mode `"w"` would have truncated the file *before* aquiring the lock —thereby possibly truncating a locked file. If an existing file was indeed opened, and the lock aquired, it must now be explicitly truncated.

The `flock` function is blocking by default, meaning that it does not proceed if it cannot aquire the lock. It thereby implicitly functions as a kind of semaphore.

LISTING: Glue function using file locking

```
static inline int ini_openread(const char *filename, INI_FILETYPE *file) {
    if ((*file = fopen((filename),"r")) == NULL)
        return 0;
    return flock(fileno(*file), LOCK_SH) == 0;
}

static inline int ini_openwrite(const char *filename, INI_FILETYPE *file) {
    if ((*file = fopen((filename),"r+")) == NULL
        && (*file = fopen((filename),"w")) == NULL)
        return 0;
    if (flock(fileno(*file), LOCK_EX) < 0)
        return 0;
    return ftruncate(fileno(*file), 0) == 0;
}
```

Note that no "unlock" request is needed: the file is implicitly unlocked when the file is closed.

# Browsing through the file contents

The "browse" function `ini_browse` processes the complete INI file and invokes a callback function for every setting that it reads from the file.

An alternative to browsing through the INI file is by enumerating the sections and the keys, see the next section. Browsing is more efficient when the whole INI file must be processed, enumeration allows you to scan only through specific sections.

# Key and section enumeration

MINIINI can list all sections in an INI file and all keys in a section, but in a different way than the function `GetProfileString` from the Microsoft Windows API. To list all sections, call function `ini_getsection` with an incremental "index" number until it fails. Similarly, to list all keys in a section, call `ini_getkey` with an incremental "index" number (plus the name of the section) until it fails.

LISTING: Browsing through all keys and all sections in "config.ini"

```
int s, k;
char section[40], key[40];
for (s = 0; ini_getsection(s, section, sizeof section, "config.ini") > 0; s++) {
    printf("[%s]\n", section);
    for (k = 0; ini_getkey(section, k, key, sizeof key, "config.ini") > 0; k++)
        printf("\t%s\n", key);
} /* for */
```

# Function reference

In addition to the functions in plain C, minIni comes with a C++ class. When creating a variable of the `minIni` class, you pass in the name of the INI file once, so that this name does not need to be passed to every other function. The class exists for the standard C++ string library and for wxWidgets, using the `wxString` type. The function reference only lists the methods with the `std::string` type, but these are replaced by versions that use `wxString` when compiling for wxWidgets.

## minIni::minIni — class constructor

The `minIni` constructor creates an instance of the `minIni` class.

**C++**: `minIni(const std::string& filename)`

`filename` The full file name of the INI file to use for all reads and writes, through this instance. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.

Example: Creating a class instance to read a setting (C++ only):

```
minIni ini("config.ini");
std::string username = ini.gets("Users", "admin");
```

## ini_browse / minIni::browse — Browse through all settings

`ini_browse` runs through the file and invokes a callback on every setting.

**C**: `int ini_browse(INI_CALLBACK Callback, void *UserData,`
`const char *Filename)`

**C++**: `bool browse(INI_CALLBACK Callback, void *UserData)`

`Callback` The function that is invoked on every setting, see the notes below.

`UserData` A general-purpose application-defined value that is passed to the callback function.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: 1/`true` on success, 0/`false` on failure.

Notes: The callback function is defined as:

```
int Callback(const char *Section, const char *Key,
             const char *Value, void *UserData);
```

The `Section` string may an empty string, for the settings that are outside any section. The `UserData` parameter is the same as what is passed to the `ini_browse` function.

The callback function should return a non-zero value on success, or zero to abort further browsing through the INI file.

The callback function should not write into the INI file.

See also: `ini_getkey`, `ini_getsection`

---

## minIni::del — Delete a section or a key

Delete a key or an entire section.

**C++**: `bool del(const std::string& Section, const std::string& Key)`

**C++**: `bool del(const std::string& Section)`

`Section` The name of the section.

`Key` The name of the key.

Returns: `true` on success, `false` on failure.

Notes: This method is the equivalent of `ini_puts` with the parameter `Key` and/or `Value` parameters to *NULL*.

This function is unavailable if MINIINI is configured as a read-only library (page 7).

See also: `ini_puts`

## ini_getbool / minIni::getbool

Read a "truth" flag

`ini_getbool` returns zero for false or one for true, depending on the value that is found in the given section and at the given key.

**C**:
```
int ini_getbool(const char *Section, const char *Key,
                int DefValue, const char *Filename)
```

**C++**:
```
bool getbool(const std::string& Section,
             const std::string& Key, bool DefValue=false)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is searched outside any section.

`Key` The name of the key. This parameter may not be *NULL*.

`DefValue` The default value, which will be returned if the key is not present in the INI file. Even though it is declared as an "`int`" in the C interface, it should be either 0 (zero) or 1 (one).

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: The true/false flag as interpreted from the value read at the given key, or `DefValue` if the key is not present in the given section (or if it cannot be interpreted to either a "true" or a "false" flag).

Specifically, the return value depends on the first letter of the value read at the key. If that first character is:

- "Y", "T" or "1", the function returns `true` (or 1);
- "N", "F" or "0", the function returns `false` (or 0);
- anything else, the function returns parameter `DefValue`.

Notes: To set a boolean value in the C++ interface, use `minIni::put`; For the C interface, use either `ini_putl`. Alternatively, you can store texts like "Yes" and "No" at the key using `minIni::put` and `ini_puts`.

See also: `ini_getl`

## ini_getf / minIni::getf — Read a rational number

`ini_getf` returns the numeric value that is found in the given section and at the given key. The value may have a fractional part (i.e. rational numbers).

**C**:
```
INI_REAL ini_getf(const char *Section, const char *Key,
                  INI_REAL DefValue, const char *Filename)
```

**C++**:
```
INI_REAL getf(const std::string& Section,
              const std::string& Key, INI_REAL DefValue=0)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is searched outside any section.

`Key` The name of the key. This parameter may not be *NULL*.

`DefValue` The default value, which will be returned if the key is not present in the INI file.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: The value read at the given key, or `DefValue` if the key is not present in the given section.

Notes: Rational number support must have been *enabled* to use the function —see page 7. The type for the rational numbers (the `INI_REAL` type), depends on the configuration of MININI.

See also: `ini_getl`, `ini_putf`

## ini_getkey / minIni::getkey — Enumerate keys

Read the name of an indexed key inside a given section.

**C**:
```
int ini_getkey(const char *Section, int Index,
               char *Buffer, int BufferSize,
               const char *Filename)
```

**C++**:
```
str::string getkey(const std::string& Section, int Index)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the keys outside any section are enumerated.

`Index` The zero-based index of the key to return.

`Buffer` The buffer into which this function will store the key name.

`BufferSize` The size of the buffer in parameter `Buffer`. This is the maximum number of characters that will be read and stored.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: The C function returns the number of characters that were read, or zero if no (more) keys are present in the specified section. The C++ method returns the name of the key in a string.

Example: Enumerating keys in section "Devices":

```
int k;
char name[20];
for (k = 0; ini_getkey("Devices", k, name, 20, "config.ini") > 0; k++)
    printf("%s\n", name);
```

See also: `ini_browse`, `ini_getsection`, `ini_haskey`

## ini_getl / minIni::getl — Read a numeric value

`ini_getl` returns the integer value (a "whole number") that is found in the given section and at the given key.

**C**:
```
long ini_getl(const char *Section, const char *Key,
              long DefValue, const char *Filename)
```

**C++**:
```
long getl(const std::string& Section,
          const std::string& Key, long DefValue=0)
```

**C++**:
```
int geti(const std::string& Section,
         const std::string& Key, int DefValue=0)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is searched outside any section.

`Key` The name of the key. This parameter may not be *NULL*.

`DefValue` The default value, which will be returned if the key is not present in the INI file.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: The value read at the given key, or `DefValue` if the key is not present in the given section.

If the key is present, but it does not represent a decimal number, this function may return zero or an incorrect value.

Notes: The number must be in decimal or in hexadecimal format. For hexadecimal values, the value must be preceded with "`0x`"; for example, `0x1234` stands for the decimal value 4660.

See also: `ini_getf`, `ini_gets`, `ini_putl`

---

## ini_gets / minIni::gets — Read a string

`ini_gets` reads the textual value that is found in the given section and at the given key.

**C**:
```
int ini_gets(const char *Section, const char *Key,
             const char *DefValue, char *Buffer,
             int BufferSize, const char *Filename)
```

**C++**:
```
std::string gets(const std::string& Section,
                 const std::string& Key,
                 const std::string& DefValue="")
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is searched outside any section.

`Key` The name of the key. This parameter may not be *NULL*.

`DefValue` The default value, which will be returned (in parameter `Buffer`) if the key is not present in the INI file.

`Buffer` The buffer into which this function will store the data read.

`BufferSize` The size of the buffer in parameter `Buffer`. This is the maximum number of characters that will be read and stored.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: The C function returns the number of characters that were read. The C++ method returns the string read at the given key, or `DefValue` if the key is not present in the given section.

See also: `ini_getl`, `ini_puts`

---

## ini_getsection / minIni::getsection — Enumerate sections

`ini_getsection` reads the name of an indexed section.

**C**:
```
int ini_getsection(int Index, char *Buffer, int BufferSize,
                   const char *Filename)
```

**C++**:
```
std::string getsection(int Index)
```

`Index` The zero-based index of the section to return.

`Buffer` The buffer into which this function will store the section name.

`BufferSize` The size of the buffer in parameter `Buffer`. This is the maximum number of characters that will be read and stored.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: The C function returns the number of characters that were read, or zero if no (more) sections are present in the INI file. The C++ method returns the name of the section in a string.

Example: Enumerating all sections in file “config.ini”:

```
int s;
char name[20];
for (s = 0; ini_getsection(s, name, 20, "config.ini") > 0; s++)
    printf("%s\n", name);
```

See also: ini_browse, ini_getkey, ini_hassection

## ini_haskey / minIni::haskey — Check whether a key exists

`ini_haskey` checks whether a key exists in a section( without returning its value).

**C**:
```
int ini_haskey(const char *Section, const char *Key,
               const char *Filename)
```

**C++**:
```
bool haskey(const std::string& Section,
            const std::string& Key)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is searched outside any section.

`Key` The name of the key. This parameter may not be *NULL*.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: 1/`true` if the key is present, 0/`false` otherwise.

See also: ini_getkey, ini_hassection

## ini_hassection / minIni::hassection — Check whether a section exists

`ini_hassection` checks whether a key exists in a section( without returning its value).

**C**:
```
int ini_hassection(const char *Section,
                   const char *Filename)
```

**C++**:
```
bool hassection(const std::string& Section)
```

`Section` The name of the section. This parameter may not be *NULL*.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: 1/`true` if the section is present, 0/`false` otherwise.

See also: `ini_getsection`, `ini_haskey`

---

## ini_putf / minIni::put

Store a rational number

`ini_putf` stores the numeric value that in the given section and at the given key. The numeric value is written as a rational number, with a "whole part" and a fractional part.

**C**:
```
int ini_putf(const char *Section, const char *Key,
             INI_REAL Value, const char *Filename)
```

**C++**:
```
bool put(const std::string& Section,
         const std::string& Key, INI_REAL Value)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is stored outside any section (i.e. above the first section, if the INI file has any sections).

`Key` The name of the key. This parameter may not be *NULL*.

`Value` The value to write at the key and the section.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: 1/`true` on success, 0/`false` on failure.

Notes: This function is unavailable if MININI is configured as a read-only library (page 7). It is also unavailable if rational number support has *not* been enabled (page 7).

The type for the rational numbers, `INI_REAL`, depends on the configuration of MININI.

See also: `ini_getf`, `ini_putl`

## ini_putl / minIni::put — Store a numeric value

`ini_putl` stores the numeric value that in the given section and at the given key.

**C**:
```
int ini_putl(const char *Section, const char *Key,
             long Value, const char *Filename)
```

**C++**:
```
bool put(const std::string& Section,
         const std::string& Key, long Value)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is stored outside any section (i.e. above the first section, if the INI file has any sections).

`Key` The name of the key. This parameter may not be *NULL*.

`Value` The value to write at the key and the section.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: 1/`true` on success, 0/`false` on failure.

Notes: This function is unavailable if MINIINI is configured as a read-only library (page 7).

See also: `ini_getl`, `ini_puts`

## ini_puts / minIni::put — Store a string

`ini_puts` stores the text parameter that in the given section and at the given key.

**C**:
```
int ini_puts(const char *Section, const char *Key,
             const char *Value, const char *Filename)
```

**C++**:
```
bool put(const std::string& Section,
         const std::string& Key,
         const std::string& Value)
```

**C++**:
```
bool put(const std::string& Section,
         const std::string& Key, const char* Value)
```

`Section` The name of the section. If this parameter is *NULL* or an empty string, the `Key` is stored outside any section (i.e. above the first section, if the INI file has any sections).

`Key` The name of the key. If this parameter is *NULL*, the function erases all keys (and their associated values) from the section.

`Value` The text to write at the key and the section. This string should not contain carriage-return or line-feed characters.
If this parameter is *NULL*, the function erases the key/value pair.

`Filename` The name of the INI file. The filename format and specifications, and whether or not this parameter may include a path, depends on the underlying file I/O library.The C++ class uses the filename specified in the class constructor.

Returns: 1/`true` on success, 0/`false` on failure.

Notes: This function can also be used to delete entries or sections, by setting the `Key` or `Value` parameters to *NULL*.

This function is unavailable if MINGW is configured as a read-only library (page 7).

See also: `ini_gets`, `ini_putl`

APPENDIX A

# Example glue files

## • stdio (standard C/C++ library)

On Microsoft Windows or DOS, it is advised to open the INI file in binary mode, despite INI files being *text* files. If text mode is unavailable on yor platform, change `"rb"` and `"wb"` to `"r"` and `"w"` respectively.

```
/* map required file I/O types and functions to the standard C library */
#include <stdio.h>

#define INI_FILETYPE                    FILE*
#define ini_openread(filename,file)     ((*(file) = fopen((filename),"rb")) != NULL)
#define ini_openwrite(filename,file)    ((*(file) = fopen((filename),"wb")) != NULL)
#define ini_openrewrite(filename,file)  ((*(file) = fopen((filename),"r+b")) != NULL)
#define ini_close(file)                 (fclose(*(file)) == 0)
#define ini_read(buffer,size,file)      (fgets((buffer),(size),*(file)) != NULL)
#define ini_write(buffer,file)          (fputs((buffer),*(file)) >= 0)
#define ini_rename(source,dest)         (rename((source), (dest)) == 0)
#define ini_remove(filename)            (remove(filename) == 0)

#define INI_FILEPOS                     long int
#define ini_tell(file,pos)              (*(pos) = ftell(*(file)))
#define ini_seek(file,pos)              (fseek(*(file), *(pos), SEEK_SET) == 0)

/* for floating-point support, define additional types and functions */
#define INI_REAL                        float
#define ini_ftoa(string,value)          sprintf((string),"%f",(value))
#define ini_atof(string)                (INI_REAL)strtod((string),NULL)
```

## • CCS FAT library (http://www.ccsinfo.com)

```
#define INI_BUFFERSIZE  256       /* maximum line length, maximum path length */

#ifndef FAT_PIC_C
  #error FAT library must be included before this module
#endif
#define const                     /* keyword not supported by CCS */

#define INI_FILETYPE                    FILE
#define ini_openread(filename,file)     (fatopen((filename), "r", (file)) == GOODEC)
#define ini_openwrite(filename,file)    (fatopen((filename), "w", (file)) == GOODEC)
#define ini_close(file)                 (fatclose((file)) == 0)
#define ini_read(buffer,size,file)      (fatgets((buffer), (size), (file)) != NULL)
#define ini_write(buffer,file)          (fatputs((buffer), (file)) == GOODEC)
#define ini_remove(filename)            (rm_file((filename)) == 0)

#define INI_FILEPOS                     fatpos_t
#define ini_tell(file,pos)              (fatgetpos((file), (pos)) == 0)
#define ini_seek(file,pos)              (fatsetpos((file), (pos)) == 0)

#ifndef INI_READONLY
/* CCS FAT library lacks a rename function, so instead we copy the file to the
 * new name and delete the old file
```

```
 */
static int ini_rename(char *source, char *dest)
{
  FILE fr, fw;
  int n;

  if (fatopen(source, "r", &fr) != GOODEC)
    return 0;
  if (rm_file(dest) != 0)
    return 0;
  if (fatopen(dest, "w", &fw) != GOODEC)
    return 0;

  /* With some "insider knowledge", we can save some memory: the "source"
   * parameter holds a filename that was built from the "dest" parameter. It
   * was built in a local buffer with the size INI_BUFFERSIZE. We can reuse
   * this buffer for copying the file.
   */
  while (n=fatread(source, 1, INI_BUFFERSIZE, &fr))
    fatwrite(source, 1, n, &fw);

  fatclose(&fr);
  fatclose(&fw);

  /* Now we need to delete the source file. However, we have garbled the buffer
   * that held the filename of the source. So we need to build it again.
   */
  ini_tempname(source, dest, INI_BUFFERSIZE);
  return rm_file(source) == 0;
}
#endif
```

- EFSL (http://www.efsl.be/)

```
#define INI_BUFFERSIZE  256       /* maximum line length, maximum path length */
#define INI_LINETERM    "\r\n"    /* set line termination explicitly */

#include "efs.h"
extern EmbeddedFileSystem g_efs;

#define INI_FILETYPE                    EmbeddedFile
#define ini_openread(filename,file)     (file_fopen((file), &g_efs.myFs, \
                                                    (char*)(filename), 'r') == 0)
#define ini_openwrite(filename,file)    (file_fopen((file), &g_efs.myFs, \
                                                    (char*)(filename), 'w') == 0)
#define ini_close(file)                 file_fclose(file)
#define ini_read(buffer,size,file)      (file_read((file), (size), (buffer)) > 0)
#define ini_write(buffer,file)          (file_write((file), strlen(buffer), \
                                                    (char*)(buffer)) > 0)
#define ini_remove(filename)            rmfile(&g_efs.myFs, (char*)(filename))

#define INI_FILEPOS                     euint32
#define ini_tell(file,pos)              (*(pos) = (file)->FilePtr))
#define ini_seek(file,pos)              file_setpos((file), (*pos))

#if ! defined INI_READONLY
/* EFSL lacks a rename function, so instead we copy the file to the new name
 * and delete the old file
 */
static int ini_rename(char *source, const char *dest)
```

```
{
  EmbeddedFile fr, fw;
  int n;

  if (file_fopen(&fr, &g_efs.myFs, source, 'r') != 0)
    return 0;
  if (rmfile(&g_efs.myFs, (char*)dest) != 0)
    return 0;
  if (file_fopen(&fw, &g_efs.myFs, (char*)dest, 'w') != 0)
    return 0;

  /* With some "insider knowledge", we can save some memory: the "source"
   * parameter holds a filename that was built from the "dest" parameter. It
   * was built in buffer and this buffer has the size INI_BUFFERSIZE. We can
   * reuse this buffer for copying the file.
   */
  while (n=file_read(&fr, INI_BUFFERSIZE, source))
    file_write(&fw, n, source);

  file_fclose(&fr);
  file_fclose(&fw);

  /* Now we need to delete the source file. However, we have garbled the buffer
   * that held the filename of the source. So we need to build it again.
   */
  ini_tempname(source, dest, INI_BUFFERSIZE);
  return rmfile(&g_efs.myFs, source) == 0;
}
#endif
```

- FAT Filing System (http://www.embedded-code.com/)

```
#define INI_BUFFERSIZE  256       /* maximum line length, maximum path length */
#include <mem-ffs.h>

#define INI_FILETYPE                FFS_FILE*
#define ini_openread(filename,file)   ((*(file) = ffs_fopen((filename),"r")) != NULL)
#define ini_openwrite(filename,file)  ((*(file) = ffs_fopen((filename),"w")) != NULL)
#define ini_close(file)               (ffs_fclose(*(file)) == 0)
#define ini_read(buffer,size,file)    (ffs_fgets((buffer),(size),*(file)) != NULL)
#define ini_write(buffer,file)        (ffs_fputs((buffer),*(file)) >= 0)
#define ini_rename(source,dest)       (ffs_rename((source), (dest)) == 0)
#define ini_remove(filename)          (ffs_remove(filename) == 0)

#define INI_FILEPOS                 long
#define ini_tell(file,pos)            (ffs_fgetpos(*(file), (pos)) == 0)
#define ini_seek(file,pos)            (ffs_fsetpos(*(file), (pos)) == 0)
```

- FatFs (http://elm-chan.org/)

```
#define INI_BUFFERSIZE  256       /* maximum line length, maximum path length */

/* You must set _USE_STRFUNC to 1 or 2 in the include file ff.h (or tff.h)
 * to enable the "string functions" fgets() and fputs().
 */
#include "ff.h"                   /* include tff.h for Tiny-FatFs */

#define INI_FILETYPE    FIL
#define ini_openread(filename,file)   (f_open((file), (filename), \
                                       FA_READ+FA_OPEN_EXISTING) == FR_OK)
#define ini_openwrite(filename,file)  (f_open((file), (filename), \
                                       FA_WRITE+FA_CREATE_ALWAYS) == FR_OK)
#define ini_close(file)               (f_close(file) == FR_OK)
#define ini_read(buffer,size,file)    f_gets((buffer), (size),(file))
#define ini_write(buffer,file)        f_puts((buffer), (file))
#define ini_remove(filename)          (f_unlink(filename) == FR_OK)

#define INI_FILEPOS                   DWORD
#define ini_tell(file,pos)            (*(pos) = f_tell((file)))
#define ini_seek(file,pos)            (f_lseek((file), *(pos)) == FR_OK)

static int ini_rename(TCHAR *source, const TCHAR *dest)
{
  /* Function f_rename() does not allow drive letters in the destination file */
  char *drive = strchr(dest, ':');
  drive = (drive == NULL) ? dest : drive + 1;
  return (f_rename(source, drive) == FR_OK);
}
```

- “Memory Disk Drive” file system (Microchip)

```
#define INI_BUFFERSIZE  256       /* maximum line length, maximum path length */

#include "MDD File System\fsio.h"
#include <string.h>

#define INI_FILETYPE                    FSFILE*
#define ini_openread(filename,file)     ((*(file) = FSfopen((filename),FS_READ)) !=
NULL)
#define ini_openwrite(filename,file)    ((*(file) = FSfopen((filename),FS_WRITE)) !=
NULL)
#define ini_openrewrite(filename,file) ((*(file) = fopen((filename),FS_READPLUS)) !=
NULL)
#define ini_close(file)                 (FSfclose(*(file)) == 0)
#define ini_write(buffer,file)         (FSfwrite((buffer), 1, strlen(buffer), (*file))
> 0)
#define ini_remove(filename)            (FSremove((filename)) == 0)

#define INI_FILEPOS                     long int
#define ini_tell(file,pos)              (*(pos) = FSftell(*(file)))
#define ini_seek(file,pos)              (FSfseek(*(file), *(pos), SEEK_SET) == 0)

/* Since the Memory Disk Drive file system library reads only blocks of files,
 * the function to read a text line does so by "over-reading" a block of the
 * of the maximum size and truncating it behind the end-of-line.
 */
static int ini_read(char *buffer, int size, INI_FILETYPE *file)
{
```

```
  size_t numread = size;
  char *eol;

  if ((numread = FSfread(buffer, 1, size, *file)) == 0)
    return 0;                   /* at EOF */
  if ((eol = strchr(buffer, '\n')) == NULL)
    eol = strchr(buffer, '\r');
  if (eol != NULL) {
    /* terminate the buffer */
    *++eol = '\0';
    /* "unread" the data that was read too much */
    FSfseek(*file, - (int)(numread - (size_t)(eol - buffer)), SEEK_CUR);
  } /* if */
  return 1;
}

#ifndef INI_READONLY
static int ini_rename(const char *source, const char *dest)
{
  FSFILE* ftmp = FSfopen((source), FS_READ);
  FSrename((dest), ftmp);
  return FSfclose(ftmp) == 0;
}
#endif
```

APPENDIX B

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