TexData Files

Abstract

We try to define a hierarchical, text based, multi purpose file format that can be easily written and read by both humans computers. It is intended for structured data and not suitable for big binary blobs like arrays or image files (which wouldn't be human readable anyway). Furthermore it is hopefully very easy to understand and use.

Example File:

```
Scene
    Camera
        Position = 10 12 14
        # Focal Length essentially defines the Zoom
        FocalLength = 10.4
        Model = PMD SuperCam
        New = false
    Objects
        Table
            Height = 4
            Shininess = 0
        Ball
            Radius = 3
    Files
        SaveTo = C:\LabData\Files.txd
        overwrite
        noWarnings
    Dependencys
        C:\Resources\Ball
        C:\Resources\Table
```

Structure:

- the document structure is determined by the indentation

- only Tabs are allowed for indentation

- each level has exactly one more tabulator than the previous one

- each variable is exactly one line

- all Types that can be serialized into a single text line are allowed

- Lines can consist of a name = value pair or just a value

- at each level, names must be unique

- white spaces at the beginning and end of each line and before and after the = are ignored

- lines starting with # are ignored (comment lines)

Usage

Please see the main.cpp file as an example. If anything is unclear just try reading the code, it is rather short and should be not too hard to understand.

Implementation:

To simplify the parser, it is completely build upon the standard library and boost. The source code consists only of two rather short files which can be simply added to your project.