

MININI is a programmer's library to read and write "INI" files in embedded systems. MININI takes little resources and can be configured for various kinds of file I/O libraries.

The principal purpose for MININI is to be used on embedded systems that run on an RTOS (or even without any operating system). MININI requires that such a system provides a kind of storage and file I/O system, but it does not require that this file I/O system is compatible with the standard C/C++ library —indeed, the standard library is often too big and resource-hungry for embedded systems.

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The MININI 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.

The examples and programs in this manual have been included for their instructional value. They have been tested with care, but are not guaranteed for any particular purpose.

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.

INI files are best known from Microsoft Windows, where functions like `GetProfileString` and `WriteProfileString` 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 feature 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).
- ◊ 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.
- ◊ The hash character (“#”) is an alternative for the semicolon to start a comment. Trailing comments (i.e. behind a key/value pair on a line) are allowed.
- ◊ Leading and trailing white space around key names and values is ignored.
- ◊ 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.
- ◊ Section and key enumeration are supported.
- ◊ You can optionally set the line termination (for text files) that MININI will use. (This is a compile-time setting, not a run-time setting.)

INI file syntax

INI files have 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 MININI, 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 (“=”). MININI supports the colon (“:”) as an alternative to the equal sign for the key/value delimiter.

Section and key name comparisons are case insensitive in MININI (as is the case in the Microsoft Windows API). In the INI file, you may type “DNS = 192.168.1.1” equally well (and meaning the same thing) as “dns = 192.168.1.1”.

Leading and 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).

MININI ignores spaces around the “=” or “:” delimiters, but it does not ignore spaces between the brackets in a section name. In other words, it is best not to put spaces behind the opening bracket “[” or before the closing bracket “]” of a section name.

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.

Using minIni

The first step in using MININI 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 MININI 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 two 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 MININI to your project and include the header file “`minIni.h`” in your source code files. In your source code, you can then use the four functions that the MININI library provides to read text and values from INI files and to write text and values to an INI file. See the function reference for details.

MININI 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 MININI by defining the macro `PORTABLE_STRNICMP` in the glue file (or on the compiler command line).

A notable limitation of MININI 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 4](#).

When running in an Unicode environment or when moving the INI file across platforms, there may be other considerations concerning the use of MININI —see the relevant sections in this chapter, specifically [page 5](#).

The “glue” file

The MININI library must be configured for a platform with the help of a so-called “glue file”. This glue file contains macros (and possibly functions) that map file reading and writing functions used by the MININI 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 MININI library uses the `assert` macro to help catch errors in the MININI library and/or catch errors in how the application interfaces with the MININI 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 MININI source code requires functions from a file I/O library to perform the actual reading and writing. This can be any library; MININI 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_rewind(INI_FILETYPE *file)
```

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.

If you are not using the standard C/C++ file I/O library, chances are that you need a different handle or “structure” to identify the storage than the ubiquitous “FILE*” type. If this is the case, you must define the type that MININI uses in the glue file.

```
#define INI_FILETYPE    HANDLE
```

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

• Buffer size (maximum line length)

Another item that needs to be configured is the buffer size. The functions in the MININI 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 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 temporary file is only used when writing to INI files. The MININI routines copy/change the INI file to a temporary file and then rename that temporary file to the original file. This approach uses the least amount of memory. The path name of the temporary file is the same as the input file, but with the last character set to a tilde (“~”).

• 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
```

• Floating point support

Embedded processors may lack floating point hardware and software emulation of floating-point operations may be too costly in resources (memory). For these platforms, the floating point support of MININI can be disabled, by defining a macro in the `minGlue.h` file.

```
#define INI_NOFLOAT
```

• Unicode (enable/disable)

MININI 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 MININI 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. MININI 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 MININI for the 8-bit ANSI character set, while the remainder of the application is Unicode. To force-compile MININI 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 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, the line terminator is only the LF character and on the Macintosh, it is only the CR character.

The line termination convention is not important when reading from INI files, because MININI 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 MININI. Finally, if you use the standard C/C++ library as the back-end for reading and writing files, this library already handles the platform-dependent line termination for you.

However, if you wish to read and adjust the INI files with other 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 MININI 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

<code>INI_ANSIONLY</code>	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 5 .
<code>INI_BUFFERSIZE</code>	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 4 .
<code>INI_FILETYPE</code>	The type for a variable that represents a file. By default the type is <code>FILE*</code> (from the C/C++ standard library). See page 4 .
<code>INI_LINETERM</code>	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 6
<code>INI_NOFLOAT</code>	Floating-point functions are disabled, for platforms that do not provide floating-point support (or for which such support is too costly). See page 5 .
<code>INI_READONLY</code>	If this macro is defined, write access is disabled (and the code for writing INI files is stripped from the MININI library. See page 5
<code>NDEBUG</code>	If defined, the <code>assert</code> 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 <code>assert</code> macro, you may want to define the <code>NDEBUG</code> macro in <code>minGlue.h</code> .
<code>PORTABLE_STRNICMP</code>	When this macro is defined, MININI uses an internal, portable <code>strnicmp</code> function. This is required for platforms that lack this function —note that MININI already handles the common case where this function goes under the name <code>strncasecmp</code> . See page 3 .

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 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.

Key and section enumeration

MININI 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.

Syntax: `minIni(const std::string& filename)`

filename The full file and path name of the INI file to use for all reads and writes, through this instance.

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

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

minIni::del	Delete a section or a key
--------------------	---------------------------

Delete a key or an entire section.

Syntax: `bool del(const std::string& Section, const std::string& Key)`

`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 `MININI` is configured as a read-only library.

See also: [ini_puts](#)

ini_getbool / minIni::getbool	Read a “truth” flag
--------------------------------------	---------------------

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

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

`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 full path name of the INI file. 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 floating-point value

`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).

Syntax: `float ini_getf(const char *Section, const char *Key, float DefValue, const char *Filename)`

`float getf(const std::string& Section, const std::string& Key, float 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.


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

```
long 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 full path name of the INI file. 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: The number must be in decimal format. If the key is present, but it does not represent a decimal number, this function may return zero or an incorrect value.

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.

Syntax:

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

```
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 pointed at by parameter **Buffer**. This is the maximum number of characters that will be read and stored.

Filename The full path name of the INI file. The C++ class uses the filename specified in the class constructor.

Returns: The C function returns the number of characters read into parameter **Buffer**. 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.

Syntax: `int ini_getsection(int idx, char *Buffer, int BufferSize,
const char *Filename)`

`std::string getsection(int idx)`

idx 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 pointed at by parameter **Buffer**. This is the maximum number of characters that will be read and stored.

Filename The full path name of the INI file. The C++ class uses the filename specified in the class constructor.

Returns: The C function returns the number of characters read into parameter **Buffer**, 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_getkey](#)

ini_putf / minIni::put

Store a floating-point value

`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.

Syntax: `int ini_putf(const char *Section, const char *Key, float Value,
const char *Filename)`

`bool put(const std::string& Section, const std::string& Key,
float 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 <i>NULL</i> .
Value	The value to write at the key and the section.
Filename	The full path name of the INI file. 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. It is also unavailable if floating-point support has been disabled.
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.

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

`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 full path name of the INI file. 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.

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.

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

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

```
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 any line breaking characters, such as carriage-return or line-feed characters. If this parameter is *NULL*, the function erases the key/value pair.

Filename The full path name of the INI file. 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 MININI is configured as a read-only library.

See also: [ini_gets](#), [ini_putl](#)

Example glue files

• stdio (standard C/C++ library)

```

/* Glue functions for the minIni library, based on the C/C++ stdio library
 *
 * Or better said: this file contains macros that maps the function interface
 * used by minIni to the standard C/C++ file I/O functions.
 *
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 * under the License.
 */

/* map required file I/O to the standard C library */
#include <stdio.h>
#define ini_openread(filename,file)  ((*file) = fopen((filename),"rt")) != NULL)
#define ini_openwrite(filename,file) ((*file) = fopen((filename),"wt")) != NULL)
#define ini_close(file)              fclose(*(file))
#define ini_read(buffer,size,file)   fgets((buffer),(size),*(file))
#define ini_write(buffer,file)       fputs((buffer),*(file))
#define ini_rename(source,dest)      rename((source),(dest))
#define ini_remove(filename)         remove(filename)
#define ini_rewind(file)             rewind(*(file))

```

• EFSL (<http://www.efsl.be/>)

```

/* Glue functions for the minIni library, based on the EFS Library, see
 * http://www.efsl.be/
 *
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 * WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the
 * License for the specific language governing permissions and limitations
 * under the License.
 */

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

#include "efs.h"
#define INI_FILETYPE      EmbeddedFile
#define INI_LINETERM      "\r\n"   /* set line termination explicitly */

extern EmbeddedFileSystem g_efs;

```

```

#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))
#define ini_remove(filename) rmfile(&g_efs.myFs,(char*)(filename))
#define ini_rewind(file) file_setpos(*(file),0)

/* 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;
}

```

• FatFs & Tiny-FatFs (<http://elm-chan.org/>)

```

/* Glue functions for the minIni library, based on the FatFs and Tiny-FatFs
 * libraries, see http://elm-chan.org/fsw/ff/00index\_e.html
 *
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 * under the License.
 */

#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) == 0)
#define ini_openwrite(filename,file) (f_open((file),(filename),FA_WRITE+FA_CREATE_ALWAYS) == 0)
#define ini_close(file)              f_close(file)
#define ini_read(buffer,size,file)   f_gets((buffer),(size),(file))
#define ini_write(buffer,file)        f_puts((buffer),(file))
#define ini_rename(source,dest)       f_rename((source),(dest))
#define ini_remove(filename)          f_unlink(filename)
#define ini_rewind(file)              f_lseek((file),0)
```

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