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How to Save User settings in
Settings.Settings.cs file?

How to save user settings ?

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How to save User Settings?

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Question

Hi,

I have a User Settings (Save) problem.

0

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VS2008
C#
.NET3.5
Forms App

I have written the following which doesn't work! Doesn't save the change!

```
Settings.Default.ComPort = this.cboCom.SelectedText;
Settings.Default.Save();
```

I have a Combo on a form that has several items, the user selects an item and it should be written back the the user settings in teh

settings file. But it doesn't stick even if I open the form directly after closing it.

The Settings.CS file is as follows...

```csharp
using System;
using System.Configuration;

using System.Data.OleDb;
using YachtLog.App_Code;
using System.Data;

namespace YachtLog.Properties
{


  // This class allows you to handle specific events on the settings class:
  // The SettingChanging event is raised before a setting's value is changed.
  // The PropertyChanged event is raised after a setting's value is changed.
  // The SettingsLoaded event is raised after the setting values are loaded.
  // The SettingsSaving event is raised before the setting values are saved.
  internal sealed partial class Settings {

    public static string RunningMode = "Release";

    public Settings()
    {
      // // To add event handlers for saving and changing settings, uncomment
      //
      this.SettingChanging += this.SettingChangingEventHandler;
      //
      this.SettingsSaving += this.SettingsSavingEventHandler;
```

```csharp
      this.SettingsSaving += this.SettingsSavingEventHandler;
      //
    }

    private void SettingChangingEventHandler(object sender, System.Configurati
      // Add code to handle the SettingChangingEvent event here.

    }

    private void SettingsSavingEventHandler(object sender, System.ComponentMod
      // Add code to handle the SettingsSaving event here.
      //Settings.Default.Save();

    }
    // Retrieves a connection string by name.
    // Returns null if the name is not found.
    public static string GetConnectionStringByName(string name)
    {
      // Assume failure.
      string returnValue = null;

      // Look for the name in the connectionStrings section.
      ConnectionStringSettings settings = ConfigurationManager.ConnectionStrin

      // If found, return the connection string.
      if (settings != null)
        returnValue = settings.ConnectionString;

      return returnValue;
    }
  }
}
```

What am I missing???

SquireDude

Wednesday, November 03, 2010 4:30 PM

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Answers

0

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Okay I resolved it myself... bahh humbug!!!

I put a Set/Get on the Settings.cs file for each of the values, then I put a line of code to accept the var...

```
 private static bool ToolBarState;
    public bool ToolBarValue
    {
      get { return ToolBarState; }
      set { ToolBarState = value; }
    }
...
...
      Settings.Default.IconMenu = ToolBarState;
```

That seems to work now!!!

SquireDude

Marked as answer by   SquireDude   Wednesday, November 03, 2010 9:38 PM

Wednesday, November 03, 2010 5:06 PM

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