

**ini**

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**COLLABORATORS**

	<i>TITLE :</i> ini		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## ini

### 1.1 ini.guide

```
ini.library
Version 31.01 Release 2 (23 Nov 1999)
Copyright © 1999 Seasons. All rights reserved.
```

ini.library is a shared Amiga library providing easy creation, access and maintenance of ASCII based user-settings files.

```
Introduction
..... background, features and examples

Contents
..... what's in this archive?

Disclaimer
..... IMPORTANT READING!

Installing
..... how to install the components

Usage
..... how to benefit from the advantages

History
... history of the ini.library development

Authors
..... contact & support

Seasons
..... surprisingly fruity!
```

```
ini.library is FREeware with copyrights intact!
Please read the
disclaimer
before installing.
```

## 1.2 ini.guide/Introduction

<< Home  
Introduction to ini.library  
Contents >>  
The Amiga had no easy way of handling settings -- most people ←

created their own, non-standard fileformat for storing settings. We got `iffparse.library`, which helped a bit -- however not enough.

We know that the majority of Amiga owners like to customize applications according to their own taste and feel. The structure of the Workbench taught us this, seeing as today there exists a vast amount of patches we can apply to our beloved OS.

It's a love/hate relationship -- we don't like that it HAVE to be that way, but on the other hand we like to be in control of our OS. As you know, the original OS distribution left little room for customization.

Anyway, I digress.

As a user, you like to have control of the applications by customizing them to your own needs and taste.

As a software vendor, you like that users are in control, but you're not too happy about coding a full-fledged prefs editor in the last minute before the release.

ini.library will solve your problems!

Advantages:

\* You won't need to code a prefs GUI in the last minute -- The users can simply edit settings using their favourite text-editor! Ofcourse you may additionally code a prefs GUI (that handles settings through `ini.library`), but now you got more time to spend on it -- making it great!

\* The library, being a standard shared Amiga library, gives you full control of prefs settings -- you may choose to go the easy way (basic functions), or a more complex way (even more control of your settings-file!)

\* You won't worry about incompatibility with older versions of your program's settings -- Just ignore and/or delete the settings unused in your new version! No more "remember to convert your old settings file or else this program will crash!" incidents.

Key features for the programmer:

\* Handles longs, words (ints) and bytes (chars)!

\* Handles decimal, hexadecimal, binary and octal numbers!

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- \* Handles strings!
- \* Handles simple floating point numbers!
- \* Handles field-arrays, to use in e.g. palettes!
- \* Handles C-style comments and one-line assembler style comments!  
Comments are even preserved when editing the fields!
- \* Easy access for quick handling, or Complex access for complete control!

Look at Examples/Example.INI to see an example of an ini file!

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### 1.3 ini.guide/Archive

<< Home  
Contents of the archive  
Disclaimer >>  
AutoDoc/ Autodoc for ini.library.  
Docs/ Amigaguide (this file)  
Examples/ Examples on using the library.  
Examples/src Asm and C sources for examples.  
fd/ Function descriptor file for various tools.  
include/  
include/clib Function prototypes for C.  
include/libraries General include files for C and assembler.  
include/pragmas Pragma file for C-compilers.  
include/proto Proto file for SAS/C.  
libs/ The ini.library LIBS: file and a brief readme.\*  
Utils/ Bin2Hex program for INI defaults into C sources.

\* This readme MUST accompany the "ini.library" file if you add this library to your own archives. It informs users where to get the full distribution and updates.

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### 1.4 ini.guide/Disclaimer

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<< Home  
DISCLAIMER  
Installing >>  
A copy of the Thor License Agreement, made valid for ini.library

Seasons has made every effort possible to ensure that ini.library will function as described, but no warranty of any kind, expressed or implied, is made by us. Seasons will not be liable for any direct or indirect damages to either machinal equipment or mental health arising from a failure of the program to operate in the manner desired by the user. In no event will we be liable for any loss of profits or savings.

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If you agree with these conditions, you may proceed to install the software. If not, we kindly ask you not to install the software, and delete the archive.

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## 1.5 ini.guide/Installing

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Installation instructions  
Usage >>  
(User install)

Simply copy the file `libs/ini.library` to your `LIBS:` directory! For applications that supports it, you can now edit it's settings using your favourite text editor!

(Installing upgrades)

To install an upgraded version of `ini.library`, overwrite the existing library with the new one, and either type `"flushlibs"` in Shell or reboot your Amiga.

(Developer install)

From	To
<code>libs/ini.library</code>	<code>LIBS:</code>
<code>docs/ini.doc</code>	Your Autodocs directory
<code>fd/ini_lib.fd</code>	Your "fd" directory
<code>include/clib/ini_protos.h</code>	<code>INCLUDE:clib/</code>
<code>include/libraries/ini_lib.h</code>	<code>INCLUDE:libraries/</code>
<code>include/libraries/ini_lib.i</code>	<code>INCLUDE:libraries/</code>
<code>include/pragmas/ini_pragmas.h</code>	<code>INCLUDE:pragmas/</code>
<code>include/proto/ini.h</code>	<code>INCLUDE:proto/</code>
The remaining files	Wherever you want!

Now you're ready to either run applications that utilizes `ini.library`, or starting to incorporate `ini`'s power into your C / C++ or Asm sourcecode!

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## 1.6 ini.guide/Usage

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Usage of ini files and `ini.library`  
History >>  
An "ini" file (Initialization file) is built up as follows:

[Context]

Item1 = Value1  
Item2 = Value1, Value2, Value3, Value4, Value5  
Item3 = Float1

[Context2]

Item1 = Float1  
...

---



Here's the basic operation on ini files:

1. open a default ini file.

(you may even specify a buffer to use as a default file that will be created and processed)

2. get context.

3. get values of items related to this context.

(store the values in your own variables)

4. close ini file.

To create or modify an ini file, you're able to add, remove and modify contexts and items to your liking. Even "TRUE/FALSE" or "YES/NO" values are implemented, making your setting file easy to read for users!

Have a look at the file Examples/src/C/INI\_Example.C to see the C sourcecode of how to use ini.library.

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## 1.7 ini.guide/History

<< Home  
History of ini.library  
Authors >>  
Most recent version always on the top of the list.

v31.00 Release 2 (06 Sep 1999)

- \* Done some fixes to includes. Added inline/ include.
- \* Fixed bugs in example sources.
- \* Added Utils/Bin2Hex directory and executable.
- \* Makefile for SAS/C included.

(Note to BB2/GFA/E developers - please rebuild your library files to reflect the changes!)

v31.00 (13 Aug 1999)

- \* First public release.

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## 1.8 ini.guide/Authors

<< Home  
The Authors  
Seasons >>

All library code, examples and autodocs by  
Sebastian "Basty" Vater

Other documentation and Install-script by  
Lloyd Rosen

Bug reports, suggestions and flowers ? Please send to

Basty <cdgs.basty@usa.net>  
or  
Seasons <seasons@softhome.net>

Basty is currently working on TuComposer, a revolutionary piece of  
Amiga audio software! -- Read more about it at our website!

Seasons

<http://listen.to/floydmon>

Don't hesitate to send us E/BB2 or other language's ini library modules/libs  
and example sources!

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## 1.9 ini.guide/Seasons

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S E A S O N S

<seasons@softhome.net>

Seasons is a creative software development team with a goal of  
creating more quality software -- games and applications -- for  
the Amiga. The products we release are strictly non-commercial,  
except for a modest shareware fee whenever appropriate.

We have a number of projects under development:

\* World Wide War. A game based on the classic boardgame R.I.S.K.  
for multiple platforms and internet multiplaying features!

\* TuComposer. A winning, extremely powerful and flexible audio  
system and tracker which will be available for multiple platforms!

\* Midland (working title). A CRPG (Arcade based RPG) game inspired  
by Final Fantasy Trilogy and Chrono Trigger on the SNES!

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\* Numerous other projects, tools, ports and general grooviness!

IN-DEPTH INFORMATION ABOUT OUR PROJECTS  
IS AVAILABLE ON OUR WEBSITE

- <http://listen.to/floydmon> -

Visit regularly for new updates of ini.library and our other  
products! Downloads will be made available at our site  
around two weeks before the Aminet release!

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