

Textdata 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
    FocalLength = 10.4
    Model = PMD SuperCam
    New = false
  Objects
    Table
      Height = 4
      Shininess = 0
    Ball
      Radius = 3
  Files
    SaveTo = C:\LabData\Files.txt
    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 Tab 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
- Whitespaces at the beginning and end of each line and before and after the = are ignored

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.