

## Re: Game Control Storage

**Source:** [http://coding.derkeiler.com/Archive/C\\_CPP/comp.lang.cpp/2004-11/1161.html](http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-11/1161.html)

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**From:** Thomas Matthews (*Thomas\_MatthewsSpitsOnSpamBots\_at\_sbcglobal.net*)

**Date:** 11/08/04

Date: Mon, 08 Nov 2004 18:20:07 GMT

Daniel Moree wrote:

> *What would be the best way to store the controls of a game? Should it be done in a INI or other type of file or should it be done in the registry.*

Very off-topic. The C++ language doesn't care much about the outside world, such as registries or files.

> *Explain both please. What's the best way to pull from the file and set my variables, and what's the best way to add and pull from the registry?*

Since this is platform specific, your best answers will come from posting to a platform specific newsgroup or the generic news:comp.programming. Your issue is platform specific because I know of many workstations and embedded platforms that don't have registries.

>

> *Thanks for your help in advance.*

The ultimate answer to your question:

Game "controls" or other information should be stored in non-volatile memory (NVM). NVM is memory that can survive loss of power. The location should be somewhere that your program can access and users can't. You don't want users changing the settings of your game, or do you?

Text files have the advantage of being more platform independent than a binary file. However, a binary file is quicker to access because it doesn't require a translation (but it may need converting when porting to different platforms).

I can't say what is best because that is a religious issue.

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Thomas Matthews

C++ newsgroup welcome message:

<http://www.slack.net/~shiva/welcome.txt>

C++ Faq: <http://www.parashift.com/c++-faq-lite>

## comp.lang.c++: Re: Game Control Storage

C Faq: <http://www.eskimo.com/~scs/c-faq/top.html>

alt.comp.lang.learn.c-c++ faq:

<http://www.comeaucomputing.com/learn/faq/>

Other sites:

<http://www.iosuttis.com> -- C++ STL Library book