

TG.INI



TG.INI Namespace

The TG.INI namespace contains all the classes needed to create, read and modify .ini formatted files.

► Classes

	Class	Description
	EnumExtensions	Extensions for enums.
	IniComment	This class represents a INI comment line.
	IniConfigurationT	
	IniDocument	Represents an INI file structure.
	IniEntry	This is the base class that represents an INI entry.
	IniKeyValue	This class represents a key/value line. Ex. Year=2015
	IniSection	This class represents a section of INI.
	IniWhiteSpace	
	SectionCollection	A collection to store IniSection .

► Enumerations

	Enumeration	Description
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[EditorPrivileges](#) Defines the privileges



[EntryTypes](#) Represents the type of entry the line is within an INI file.

TG.INI



EditorPrivileges Enumeration

Defines the privileges

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public enum EditorPrivileges
```

► Members

Member name	Value	Description
ReadOnly	0	Disables all editing.
AddSections	1	Allows users to add new sections.
RemoveSections	2	Allows users to remove sections.
AddEntries	4	Allows users to add new entries.
RemoveEntries	8	Allows users to remove entries.
ChangeKeys	16	Allows users to change the Key column values.
ChangeValues	32	Allows users to

		change the Value column values.
All	63	Allows users to all functionality within the editor.

▲ See Also

[Reference](#)

[TG.INI Namespace](#)

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EntryTypes Enumeration

Represents the type of entry the line is within an INI file.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public enum EntryTypes
```

► Members

Member name	Value	Description
WhiteSpace	0	Represents a blank line.
Comment	1	
KeyValue	2	

► See Also

[Reference](#)

[TG.INI Namespace](#)

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EnumExtensions Class

Extensions for enums.

► Inheritance Hierarchy

[SystemObject](#) [TG.INIEnumExtensions](#)

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public static class EnumExtensions
```

The [EnumExtensions](#) type exposes the following members.

► Methods

	Name	Description
 	HasFlag	A FX 3.5 way to mimic the FX4 "HasFlag" method.

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► See Also

[Reference](#)

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EnumExtensions Methods

The [EnumExtensions](#) type exposes the following members.

▪ Methods

	Name	Description
 	HasFlag	A FX 3.5 way to mimic the FX4 "HasFlag" method.

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▪ See Also

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[EnumExtensions Class](#)

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EnumExtensionsHasFlag Method

A FX 3.5 way to mimic the FX4 "HasFlag" method.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public static bool HasFlag(  
    Enum variable,  
    Enum value  
)
```

Parameters

variable

Type: [SystemEnum](#)

The tested enum.

value

Type: [SystemEnum](#)

The value to test.

Return Value

Type: [Boolean](#)

True if the flag is set. Otherwise false.

► See Also

[Reference](#)

[EnumExtensions Class](#)

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IniComment Class

This class represents a INI comment line.

► Inheritance Hierarchy

SystemObject [TG.INIIniEntry](#)
[TG.INIIniComment](#)

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class IniComment : IniEntry
```

The [IniComment](#) type exposes the following members.

► Constructors

	Name	Description
≡	IniComment	Initializes a new instance of IniComment .
≡	IniComment(String)	Initializes a new instance of IniComment with the comment value provided.

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► Properties

	Name	Description
	EntryType	Gets value Comment . (Overrides IniEntryEntryType .)
	ParentDocument	Gets the parent IniDocument . (Inherited from IniEntry .)
	Value	Gets or Sets the comment value. (Overrides IniEntryValue .)

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	Returns comment output. (Overrides IniEntryToString .)

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▲ Events

	Name	Description
	ValueChanged	Event that is called when a value has changed.

(Inherited from [IniEntry](#).)

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▲ See Also

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IniComment Constructor

► Overload List

	Name	Description
≡	IniComment	Initializes a new instance of IniComment .
≡	IniComment(String)	Initializes a new instance of IniComment with the comment value provided.

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► See Also

Reference

[IniComment Class](#)

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IniComment Constructor

Initializes a new instance of [IniComment](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniComment()
```

► See Also

[Reference](#)

[IniComment Class](#)

[IniComment Overload](#)

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IniComment Constructor (String)

Initializes a new instance of [IniComment](#) with the comment value provided.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniComment(  
    string value  
)
```

Parameters

value

Type: [System.String](#)

The comment value of this [IniComment](#)

► See Also

[Reference](#)

[IniComment Class](#)

[IniComment Overload](#)

[TG.INI Namespace](#)

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IniComment Properties

The [IniComment](#) type exposes the following members.

► Properties

	Name	Description
	EntryType	Gets value Comment . (Overrides IniEntryEntryType .)
	ParentDocument	Gets the parent IniDocument . (Inherited from IniEntry .)
	Value	Gets or Sets the comment value. (Overrides IniEntryValue .)

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► See Also

[Reference](#)

[IniComment Class](#)

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IniCommentEntryType Property

Gets value [Comment](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override EntryTypes EntryType { get; }
```

Property Value

Type: [EntryTypes](#)

► See Also

Reference

[IniComment Class](#)

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IniCommentValue Property

Gets or Sets the comment value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string Value { get; set; }
```

Property Value

Type: [String](#)

► See Also

[Reference](#)

[IniComment Class](#)

[TG.INI Namespace](#)

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IniComment Methods

The [IniComment](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	Returns comment output. (Overrides IniEntryToString .)

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▪ See Also

[Reference](#)

[IniComment Class](#)

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IniCommentToString Method

Returns comment output.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string ToString()
```

Return Value

Type: [String](#)

Returns comment output.

► See Also

[Reference](#)

[IniComment Class](#)

[TG.INI Namespace](#)

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IniComment Events

The [IniComment](#) type exposes the following members.

▪ Events

Name	Description
 ValueChanged	Event that is called when a value has changed. (Inherited from IniEntry .)

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▪ See Also

[Reference](#)

[IniComment Class](#)

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IniConfigurationT Class

[Missing <summary> documentation for "T:TG.INI.IniConfiguration`1"]

► Inheritance Hierarchy

SystemObject TG.INIIniConfigurationT

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public class IniConfiguration<T>
```

Type Parameters

T

[Missing <typeparam name="T"/> documentation for
"T:TG.INI.IniConfiguration`1"]

The [IniConfigurationT](#) type exposes the following members.

► Constructors

Name	Description
IniConfigurationT(String)	Initializes a new instance of IniConfigurationT .
IniConfigurationT(String, IEncryptionHandler)	Initializes a new instance of

[Top](#)

Properties

	Name	Description
 S	EncryptionHandler	
 S	Path	
 S	Properties	

[Top](#)

Methods

	Name	Description
 S	Equals	(Inherited from Object .)
 S	Finalize	(Inherited from Object .)
 S	GetHashCode	(Inherited from Object .)
 S	GetType	(Inherited from Object .)
 S	Load	
 S	MemberwiseClone	(Inherited from Object .)
 S	Save	
 S	ToString	(Inherited from Object .)

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▲ See Also

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IniConfigurationT Constructor

▪ Overload List

Name	Description
 IniConfigurationT(String)	Initializes a new instance of IniConfigurationT .
 IniConfigurationT(String, IEncryptionHandler)	Initializes a new instance of IniConfigurationT .

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▪ See Also

Reference

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

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IniConfigurationT Constructor (String)

Initializes a new instance of [IniConfigurationT](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniConfiguration(  
    string path  
)
```

Parameters

path

Type: [System.String](#)

The path to an INI file.

► See Also

[Reference](#)

[IniConfigurationT Class](#)

[IniConfigurationT Overload](#)

[TG.INI Namespace](#)

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IniConfigurationT Constructor (String, IEncryptionHandler)

Initializes a new instance of [IniConfigurationT](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniConfiguration(
    string path,
    IEncryptionHandler encryptionHandler
)
```

Parameters

path

Type: [SystemString](#)

The path to an INI file.

encryptionHandler

Type: [TG.INI.EncryptionIEncryptionHandler](#)

The [IEncryptionHandler](#) to user for encrypting values.

► See Also

Reference

[IniConfigurationT Class](#)

[IniConfigurationT Overload](#)

[TG.INI Namespace](#)

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IniConfigurationT Properties

The [IniConfigurationT](#) generic type exposes the following members.

► Properties

Name	Description
 EncryptionHandler	
 Path	
 Properties	

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► See Also

[Reference](#)

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

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IniConfigurationTEncryptionHandler Property

[Missing <summary> documentation for
"P:TG.INI.IniConfiguration`1.EncryptionHandler"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static IEncryptionHandler EncryptionHandler
```

Property Value

Type: [IEncryptionHandler](#)

► See Also

[Reference](#)

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

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IniConfigurationTPath Property

[Missing <summary> documentation for "P:TG.INI.IniConfiguration`1.Path"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static string Path { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

TG.INI



IniConfigurationTProperties Property

[Missing <summary> documentation for "P:TG.INI.IniConfiguration`1.Properties"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static T Properties { get; set; }
```

Property Value

Type: [*T*](#)

► See Also

Reference

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

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IniConfigurationT Methods

The [IniConfigurationT](#) generic type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	Load	
≡	MemberwiseClone	(Inherited from Object .)
≡	Save	
≡	ToString	(Inherited from Object .)

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▪ See Also

[Reference](#)

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

TG.INI



IniConfigurationTLoad Method

[Missing <summary> documentation for "M:TG.INI.IniConfiguration`1.Load"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static void Load()
```

► See Also

[Reference](#)

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

TG.INI



IniConfigurationT Save Method

[Missing <summary> documentation for "M:TG.INI.IniConfiguration`1.Save"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static void Save()
```

► See Also

[Reference](#)

[IniConfigurationT Class](#)

[TG.INI Namespace](#)

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IniDocument Class

Represents an INI file structure.

► Inheritance Hierarchy

[SystemObject](#) [TG.INIIniDocument](#)

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class IniDocument : IDisposable
```

The [IniDocument](#) type exposes the following members.

► Constructors

Name	Description
 IniDocument	Initializes a new IniDocument .
 IniDocument(Stream)	Initializes a new instance of IniDocument then reads from a stream.
 IniDocument(Object)	Initializes a new instance of IniDocument and

		deserializes the provided object.
≡	IniDocument(String)	Initializes a new instance of IniDocument then reads from a path.
≡	IniDocument(IEncryptionHandler)	Initializes a new instance of IniDocument with a designated IEncryptionHandler .
≡	IniDocument(Stream, IEncryptionHandler)	Initializes a new instance of IniDocument then reads from a stream.
≡	IniDocument(String, IEncryptionHandler)	Initializes a new instance of IniDocument then reads from a path.

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Properties

Name	Description
 CommentLineIndicator	Gets or Sets the string that indicates a line is a comment.
 EncryptionHandler	Get or set the IEncryptionHandler to use for encryption.

	GlobalSection	Gets the Global section of the INI file.
	HasEncryptionHandler	Gets if the EncryptionHandler property is not null.
	Item	Gets a IniSection by name.
	QuoteAllValues	Gets or Sets whether all Value properties should be quoted on output.
	Sections	Gets a collection of IniSection .

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◀ Methods

	Name	Description
	Clone	Clones the current IniDocument and creates a new instance.
	Dispose	Disposes the document.
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)

[Object.\)](#)

 GetKeyValue(String)	Navigates to a section and looks for a key from the path.
 GetKeyValue(String, Boolean)	Navigates to a section and looks for a key from the path.
 GetType	(Inherited from Object.)
 MemberwiseClone	(Inherited from Object.)
  Parse(String)	Parses an INI string.
  Parse(String, IEncryptionHandler)	Parses an INI string.
 Read(Stream)	Reads an INI file from a stream and parses the data.
 Read(TextReader)	Reads an INI file and parses the data.
 Read(String)	Reads an INI file and parses the data.
 ShowEditor	Shows the IniEditor window for the

current
IniDocument.

≡♥	ShowEditor(EditorPrivileges)	Shows the IniEditor window for the current IniDocument.
≡♥	ToString	Returns the INI data as string. (Overrides Object.ToString() .)
≡♥	Write(Stream)	Writes the content of IniDocument to a Stream .
≡♥	Write(TextWriter)	Writes the content of IniDocument to a TextWriter .
≡♥	Write(String)	Writes the content of IniDocument to a file./>.

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▲ See Also

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[TG.INI Namespace](#)

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IniDocument Constructor

▪ Overload List

Name	Description
<code>IniDocument</code>	Initializes a new <code>IniDocument</code> .
<code>IniDocument(Stream)</code>	Initializes a new instance of <code>IniDocument</code> then reads from a stream.
<code>IniDocument(Object)</code>	Initializes a new instance of <code>IniDocument</code> and deserializes the provided object.
<code>IniDocument(String)</code>	Initializes a new instance of <code>IniDocument</code> then reads from a path.
<code>IniDocument(IEncryptionHandler)</code>	Initializes a new instance of <code>IniDocument</code> with a designated <code>IEncryptionHandler</code> .
<code>IniDocument(Stream, IEncryptionHandler)</code>	Initializes a new instance of <code>IniDocument</code> then

reads from a stream.



[IniDocument\(String, IEncryptionHandler\)](#)

Initializes a new instance of [IniDocument](#) then reads from a path.

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► See Also

[Reference](#)

[IniDocument Class](#)

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IniDocument Constructor

Initializes a new [IniDocument](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniDocument()
```

► See Also

[Reference](#)

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

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IniDocument Constructor (Stream)

Initializes a new instance of [IniDocument](#) then reads from a stream.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniDocument(  
    Stream stream  
)
```

Parameters

stream

Type: [System.IOStream](#)

The stream to read from.

► See Also

[Reference](#)

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Constructor (Object)

Initializes a new instance of [IniDocument](#) and deserializes the provided object.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniDocument(  
    Object obj  
)
```

Parameters

obj

Type: [SystemObject](#)

The object to deserialize.

► See Also

Reference

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Constructor (String)

Initializes a new instance of [IniDocument](#) then reads from a path.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniDocument(  
    string path  
)
```

Parameters

path

Type: [System.String](#)

The path to an INI file.

► See Also

Reference

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Constructor (IEncryptionHandler)

Initializes a new instance of [IniDocument](#) with a designated [IEncryptionHandler](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniDocument(  
    IEncryptionHandler encryptionHandler  
)
```

Parameters

encryptionHandler

Type: [TG.INI.IEncryptionHandler](#)

The [IEncryptionHandler](#) to be set to [EncryptionHandler](#).

► See Also

Reference

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Constructor (Stream, IEncryptionHandler)

Initializes a new instance of [IniDocument](#) then reads from a stream.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniDocument(  
    Stream stream,  
    IEncryptionHandler encryptionHandler  
)
```

Parameters

stream

Type: [System.IOStream](#)

The stream to read from.

encryptionHandler

Type: [TG.INI.EncryptionIEncryptionHandler](#)

The [IEncryptionHandler](#) to user for decrypting values.

► See Also

Reference

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Constructor (String, IEncryptionHandler)

Initializes a new instance of [IniDocument](#) then reads from a path.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniDocument(  
    string path,  
    IEncryptionHandler encryptionHandler  
)
```

Parameters

path

Type: [System.String](#)

The path to an INI file.

encryptionHandler

Type: [TG.INI.EncryptionIEncryptionHandler](#)

The [IEncryptionHandler](#) to user for decrypting values.

► See Also

Reference

[IniDocument Class](#)

[IniDocument Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Properties

The [IniDocument](#) type exposes the following members.

Properties

	Name	Description
	CommentLineIndicator	Gets or Sets the string that indicates a line is a comment.
	EncryptionHandler	Get or set the IEncryptionHandler to use for encryption.
	GlobalSection	Gets the Global section of the INI file.
	HasEncryptionHandler	Gets if the EncryptionHandler property is not null.
	Item	Gets a IniSection by name.
	QuoteAllValues	Gets or Sets whether all Value properties should be quoted on output.
	Sections	Gets a collection of IniSection .

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▲ See Also

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[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentCommentLineIndicator Property

Gets or Sets the string that indicates a line is a comment.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string CommentLineIndicator { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentEncryptionHandler Property

Get or set the [IEncryptionHandler](#) to use for encryption.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IEncryptionHandler EncryptionHandler { get
```



Property Value

Type: [IEncryptionHandler](#)

► See Also

Reference

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentGlobalSection Property

Gets the Global section of the INI file.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniSection GlobalSection { get; }
```

Property Value

Type: [IniSection](#)

► See Also

Reference

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentHasEncryptionHandler Property

Gets if the [EncryptionHandler](#) property is not null.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public bool HasEncryptionHandler { get; }
```

Property Value

Type: [Boolean](#)

► See Also

Reference

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentItem Property

Gets a [IniSection](#) by name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniSection this[  
    string SectionName  
] { get; }
```

Parameters

SectionName

Type: [System.String](#)

The name of the [IniSection](#) to get.

Return Value

Type: [IniSection](#)

The [IniSection](#), if found; otherwise null.

► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentQuoteAllValues Property

Gets or Sets whether all [Value](#) properties should be quoted on output.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public bool QuoteAllValues { get; set; }
```

Property Value

Type: [Boolean](#)

► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentSections Property

Gets a collection of [IniSection](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public SectionCollection Sections { get; }
```

Property Value

Type: [SectionCollection](#)

► See Also

Reference

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocument Methods

The [IniDocument](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Clone	Clones the current IniDocument and creates a new instance.
≡	Dispose	Disposes the document.
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetKeyValue(String)	Navigates to a section and looks for a key from the path.
≡	GetKeyValue(String, Boolean)	Navigates to a section and looks for a key from the path.

	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
≡💡 S	Parse(String)	Parses an INI string.
≡💡 S	Parse(String, IEncryptionHandler)	Parses an INI string.
≡💡	Read(Stream)	Reads an INI file from a stream and parses the data.
≡💡	Read(TextReader)	Reads an INI file and parses the data.
≡💡	Read(String)	Reads an INI file and parses the data.
≡💡	ShowEditor	Shows the IniEditor window for the current IniDocument .
≡💡	ShowEditor(EditorPrivileges)	Shows the IniEditor window for the current IniDocument .
≡💡	ToString	Returns the INI data as string. (Overrides Object.ToString .)



[Write\(Stream\)](#)

Writes the content of [IniDocument](#) to a [Stream](#).



[Write\(TextWriter\)](#)

Writes the content of [IniDocument](#) to a [TextWriter](#).



[Write\(String\)](#)

Writes the content of [IniDocument](#) to a file./>.

[Top](#)

▲ See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentClone Method

Clones the current [IniDocument](#) and creates a new instance.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniDocument Clone()
```

Return Value

Type: [IniDocument](#)

A new instance of [IniDocument](#) with copied values of the current [IniDocument](#).

► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentDispose Method

Disposes the document.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void Dispose()
```

Implements

[IDisposableDispose](#)

► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentGetKeyValue Method

► Overload List

Name	Description
 GetKeyValue(String)	Navigates to a section and looks for a key from the path.
 GetKeyValue(String, Boolean)	Navigates to a section and looks for a key from the path.

[Top](#)

► See Also

Reference

[IniDocument Class](#)
[TG.INI Namespace](#)

TG.INI



IniDocumentGetKeyValue Method (String)

Navigates to a section and looks for a key from the path.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue GetKeyValue(  
    string path  
)
```

Parameters

path

Type: [SystemString](#)

A string containing the section name separated by a backslash followed by the key name. If key/value is within the global section, enter the key name only.

Return Value

Type: [IniKeyValue](#)

Returns the [IniKeyValue](#) if found; otherwise null is returned.

► See Also

Reference

[IniDocument Class](#)

[GetKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentGetValue Method (String, Boolean)

Navigates to a section and looks for a key from the path.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue GetValue(  
    string path,  
    bool createIfNotExists  
)
```

Parameters

path

Type: [SystemString](#)

A string containing the section name separated by a backslash followed by the key name. If key/value is within the global section, enter the key name only.

createIfNotExists

Type: [SystemBoolean](#)

If true and either the section or key does not exist, they will be automatically created.

Return Value

Type: [IniKeyValue](#)

Returns the [IniKeyValue](#) if found; otherwise null is returned.

► See Also

Reference

[IniDocument Class](#)

[GetKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentParse Method

► Overload List

	Name	Description
 	Parse(String)	Parses an INI string.
 	Parse(String, IEncryptionHandler)	Parses an INI string.

[Top](#)

► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentParse Method (String)

Parses an INI string.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static IniDocument Parse(  
    string iniData  
)
```

Parameters

iniData

Type: [System.String](#)

A string of INI text data.

Return Value

Type: [IniDocument](#)

[IniDocument](#)

► See Also

Reference

[IniDocument Class](#)

[Parse Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentParse Method (String, IEncryptionHandler)

Parses an INI string.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public static IniDocument Parse(  
    string iniData,  
    IEncryptionHandler globalEncryptionHandler  
)
```

Parameters

iniData

Type: [System.String](#)

A string of INI text data.

globalEncryptionHandler

Type: [TG.INI.IEncryptionHandler](#)

The [IEncryptionHandler](#) to use for decryption.

Return Value

Type: [IniDocument](#)

A new instance of [IniDocument](#).

► See Also

[Reference](#)

[IniDocument Class](#)

Parse Overload

TG.INI Namespace

TG.INI



IniDocumentRead Method

► Overload List

	Name	Description
≡	Read(Stream)	Reads an INI file from a stream and parses the data.
≡	Read(TextReader)	Reads an INI file and parses the data.
≡	Read(String)	Reads an INI file and parses the data.

[Top](#)

► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentRead Method (Stream)

Reads an INI file from a stream and parses the data.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public void Read(  
    Stream stream  
)
```

Parameters

stream

Type: [System.IOStream](#)

A stream to read from.

► See Also

[Reference](#)

[IniDocument Class](#)

[Read Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentRead Method (TextReader)

Reads an INI file and parses the data.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void Read(  
    TextReader reader  
)
```

Parameters

reader

Type: [System.IOTextReader](#)

A [TextReader](#) used to read the INI data.

► See Also

[Reference](#)

[IniDocument Class](#)

[Read Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentRead Method (String)

Reads an INI file and parses the data.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void Read(  
    string path  
)
```

Parameters

path

Type: [System.String](#)

Path to the INI file.

► See Also

[Reference](#)

[IniDocument Class](#)

[Read Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentShowEditor Method

► Overload List

	Name	Description
≡	ShowEditor	Shows the IniEditor window for the current IniDocument.
≡	ShowEditor(EditorPrivileges)	Shows the IniEditor window for the current IniDocument.

[Top](#)

► See Also

Reference

[IniDocument Class](#)
[TG.INI Namespace](#)

TG.INI



IniDocumentShowEditor Method

Shows the IniEditor window for the current IniDocument.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public DialogResult ShowEditor()
```

Return Value

Type: [DialogResult](#)

[Missing <returns> documentation for "M:tg.ini.IniDocument.ShowEditor"]

► See Also

Reference

[IniDocument Class](#)

[ShowEditor Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentShowEditor Method (EditorPrivileges)

Shows the IniEditor window for the current IniDocument.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public DialogResult ShowEditor(  
    EditorPrivileges privileges  
)
```

Parameters

privileges

Type: [TG.INIEditorPrivileges](#)

>The privileges that the editor should have.

Return Value

Type: [DialogResult](#)

[Missing <returns> documentation for
"M:TG.INI.IniDocument.ShowEditor(TG.INI.EditorPrivileges)"]

► See Also

[Reference](#)

[IniDocument Class](#)

[ShowEditor Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentToString Method

Returns the INI data as string.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string ToString()
```

Return Value

Type: [String](#)
string

► See Also

[Reference](#)

[IniDocument Class](#)
[TG.INI Namespace](#)

TG.INI



IniDocumentWrite Method

► Overload List

	Name	Description
≡▼	Write(Stream)	Writes the content of IniDocument to a Stream .
≡▼	Write(TextWriter)	Writes the content of IniDocument to a TextWriter .
≡▼	Write(String)	Writes the content of IniDocument to a file./>.

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► See Also

[Reference](#)

[IniDocument Class](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentWrite Method (Stream)

Writes the content of [IniDocument](#) to a [Stream](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public void Write(  
    Stream stream  
)
```

Parameters

stream

Type: [System.IOStream](#)

The [Stream](#) to write to.

► See Also

[Reference](#)

[IniDocument Class](#)

[Write Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentWrite Method (TextWriter)

Writes the content of [IniDocument](#) to a [TextWriter](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public void Write(  
    TextWriter writer  
)
```

Parameters

writer

Type: [System.IOTextWriter](#)

The [TextWriter](#) to write to.

► See Also

[Reference](#)

[IniDocument Class](#)

[Write Overload](#)

[TG.INI Namespace](#)

TG.INI



IniDocumentWrite Method (String)

Writes the content of [IniDocument](#) to a file./>.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public void Write(  
    string path  
)
```

Parameters

path

Type: [System.String](#)

The file path to write to.

► See Also

[Reference](#)

[IniDocument Class](#)

[Write Overload](#)

[TG.INI Namespace](#)

TG.INI



IniEntry Class

This is the base class that represents an INI entry.

► Inheritance Hierarchy

SystemObject TG.INIIniEntry
TG.INIIniComment
TG.INIIniKeyValue
TG.INIIniWhiteSpace

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public abstract class IniEntry
```

The [IniEntry](#) type exposes the following members.

► Constructors

	Name	Description
_ctor	IniEntry	Initializes a new instance of the IniEntry class

[Top](#)

► Properties

	Name	Description
file		

	EntryType	Gets the type of entry represented by EntryTypes .
	ParentDocument	Gets the parent IniDocument .
	Value	Gets or Sets the string value of the entry.

[Top](#)

▲ Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)
	ToString	Returns a string that represents the entry. (Overrides Object.ToString .)

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▲ Events

	Name	Description
	ValueChanged	Event that is called when a value has changed.

[Top](#)

▲ See Also

Reference

[TG.INI Namespace](#)

TG.INI



IniEntry Constructor

Initializes a new instance of the [IniEntry](#) class

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected IniEntry()
```

► See Also

[Reference](#)

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntry Properties

The [IniEntry](#) type exposes the following members.

Properties

	Name	Description
	EntryType	Gets the type of entry represented by EntryTypes .
	ParentDocument	Gets the parent IniDocument .
	Value	Gets or Sets the string value of the entry.

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See Also

Reference

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntryEntryType Property

Gets the type of entry represented by [EntryTypes](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public abstract EntryTypes EntryType { get; }
```

Property Value

Type: [EntryTypes](#)

► See Also

Reference

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntryParentDocument Property

Gets the parent [IniDocument](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniDocument ParentDocument { get; }
```

Property Value

Type: [IniDocument](#)

► See Also

Reference

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntryValue Property

Gets or Sets the string value of the entry.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public virtual string Value { get; set; }
```

Property Value

Type: [String](#)

► See Also

[Reference](#)

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntry Methods

The [IniEntry](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	Returns a string that represents the entry. (Overrides Object.ToString .)

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▪ See Also

[Reference](#)

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntryToString Method

Returns a string that represents the entry.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string ToString()
```

Return Value

Type: [String](#)

String

► See Also

[Reference](#)

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntry Events

The [IniEntry](#) type exposes the following members.

▪ Events

Name	Description
 ValueChanged	Event that is called when a value has changed.

[Top](#)

▪ See Also

Reference

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniEntryValueChanged Event

Event that is called when a value has changed.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public event EventHandler ValueChanged
```

Value

Type: [System.EventHandler](#)

► See Also

[Reference](#)

[IniEntry Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Class

This class represents a key/value line. Ex. Year=2015

► Inheritance Hierarchy

SystemObject [TG.INIIniEntry](#)
[TG.INIIniKeyValue](#)

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public class IniKeyValue : IniEntry
```

The [IniKeyValue](#) type exposes the following members.

► Constructors

	Name	Description
≡	IniKeyValue	Initializes a new instance of IniKeyValue .
≡	IniKeyValue(String, Int32)	Initializes a new instance of IniKeyValue with a key and int value.
≡	IniKeyValue(String, String)	Initializes a new instance of IniKeyValue with a key and string value.
≡	IniKeyValue(String,	Initializes a new instance of

`String, Boolean)` `IniKeyValue` with a key, value and if the value should be encrypted.



`IniKeyValue(String, String, Boolean, Boolean)` Initializes a new instance of `IniKeyValue` with a key, value and if the value should be encrypted and quoted.

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Properties

	Name	Description
	<code>BaseValue</code>	Gets or Sets the base string value of the <code>IniKeyValue</code> .
	<code>EncryptValue</code>	Gets or Sets if the value should be encrypted.
	<code>EntryType</code>	Get value <code>KeyValue</code> . (Overrides <code>IniEntryEntryType</code> .)
	<code>Key</code>	Gets or Sets the key for this entry.
	<code>ParentDocument</code>	Gets the parent <code>IniDocument</code> . (Inherited from <code>IniEntry</code> .)
	<code>QuoteValue</code>	Gets or Sets whether values should be enclosed in quotation marks.
	<code>Value</code>	Gets or Sets the string value of the entry. (Overrides <code>IniEntryValue</code> .)

	ValueBoolean	Gets or Sets the value as a Boolean.
	ValueByte	Gets or Sets the value as an byte type.
	ValueColor	Get or set a Color value.
	ValueDateTime	Gets or Sets the value as a DateTime .
	ValueDecimal	Gets or Sets the value as a decimal type.
	ValueDouble	Gets or Sets the value as a double type.
	ValueFloat	Gets or Sets the value as a float type.
	ValueInt	Gets or Sets the value as an integer type.
	ValueInt16	Gets or Sets the value as a short type.
	ValueInt64	Gets or Sets the value as a 64 bit integer.
	ValuePoint	Get or set a Point value.
	ValuePointF	Get or set a PointF value.
	ValueRectangle	Get or set a Rectangle value.
	ValueRectangleF	Get or set a RectangleF value.
	ValueSize	Get or set a Size value.



ValueSizeF

Get or set a `SizeF` value.

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Methods

	Name	Description
≡	Equals	(Inherited from <code>Object</code> .)
💡	Finalize	(Inherited from <code>Object</code> .)
≡	GetHashCode	(Inherited from <code>Object</code> .)
≡	GetType	(Inherited from <code>Object</code> .)
💡	MemberwiseClone	(Inherited from <code>Object</code> .)
≡	ToString	Returns the INI key/value output. (Overrides <code>IniEntry.ToString</code> .)

[Top](#)

Events

	Name	Description
⚡	ValueChanged	Event that is called when a value has changed. (Inherited from <code>IniEntry</code> .)

[Top](#)

See Also

[Reference](#)

TG.INI Namespace

TG.INI



IniKeyValue Constructor

▪ Overload List

	Name	Description
≡	IniKeyValue	Initializes a new instance of IniKeyValue .
≡	IniKeyValue(String, Int32)	Initializes a new instance of IniKeyValue with a key and int value.
≡	IniKeyValue(String, String)	Initializes a new instance of IniKeyValue with a key and string value.
≡	IniKeyValue(String, String, Boolean)	Initializes a new instance of IniKeyValue with a key, value and if the value should be encrypted.
≡	IniKeyValue(String, String, Boolean, Boolean)	Initializes a new instance of IniKeyValue with a key, value and if the value should be encrypted and quoted.

[Top](#)

▪ See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Constructor

Initializes a new instance of [IniKeyValue](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniKeyValue()
```

► See Also

[Reference](#)

[IniKeyValue Class](#)

[IniKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Constructor (String, Int32)

Initializes a new instance of [IniKeyValue](#) with a key and int value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue(  
    string key,  
    int value  
)
```

Parameters

key

Type: [System.String](#)

value

Type: [System.Int32](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[IniKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Constructor (String, String)

Initializes a new instance of [IniKeyValue](#) with a key and string value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue(  
    string key,  
    string value  
)
```

Parameters

key

Type: [System.String](#)

The key name.

value

Type: [System.String](#)

The string value.

► See Also

Reference

[IniKeyValue Class](#)

[IniKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Constructor (String, String, Boolean)

Initializes a new instance of [IniKeyValue](#) with a key, value and if the value should be encrypted.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue(  
    string key,  
    string value,  
    bool encryptValue  
)
```

Parameters

key

Type: [System.String](#)

value

Type: [System.String](#)

encryptValue

Type: [System.Boolean](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[IniKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Constructor (String, String, Boolean, Boolean)

Initializes a new instance of [IniKeyValue](#) with a key, value and if the value should be encrypted and quoted.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniKeyValue(  
    string key,  
    string value,  
    bool encryptValue,  
    bool quoteValue  
)
```

Parameters

key

Type: [SystemString](#)

value

Type: [SystemString](#)

encryptValue

Type: [SystemBoolean](#)

quoteValue

Type: [SystemBoolean](#)

► See Also

Reference

[IniKeyValue Class](#)
[IniKeyValue Overload](#)
[TG.INI Namespace](#)

TG.INI



IniKeyValue Properties

The [IniKeyValue](#) type exposes the following members.

Properties

	Name	Description
	BaseValue	Gets or Sets the base string value of the IniKeyValue .
	EncryptValue	Gets or Sets if the value should be encrypted.
	EntryType	Get value KeyValue . (Overrides IniEntryEntryType .)
	Key	Gets or Sets the key for this entry.
	ParentDocument	Gets the parent IniDocument . (Inherited from IniEntry .)
	QuoteValue	Gets or Sets whether values should be enclosed in quotation marks.
	Value	Gets or Sets the string value of the entry. (Overrides IniEntryValue .)
	ValueBoolean	Gets or Sets the value as a Boolean.
	ValueByte	Gets or Sets the value as an

byte type.

	ValueColor	Get or set a Color value.
	ValueDateTime	Gets or Sets the value as a DateTime .
	ValueDecimal	Gets or Sets the value as a decimal type.
	ValueDouble	Gets or Sets the value as a double type.
	ValueFloat	Gets or Sets the value as a float type.
	ValueInt	Gets or Sets the value as an integer type.
	ValueInt16	Gets or Sets the value as a short type.
	ValueInt64	Gets or Sets the value as a 64 bit integer.
	ValuePoint	Get or set a Point value.
	ValuePointF	Get or set a PointF value.
	ValueRectangle	Get or set a Rectangle value.
	ValueRectangleF	Get or set a RectangleF value.
	ValueSize	Get or set a Size value.
	ValueSizeF	Get or set a SizeF value.

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▲ See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueBaseValue Property

Gets or Sets the base string value of the [IniKeyValue](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public string BaseValue { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueEncryptValue Property

Gets or Sets if the value should be encrypted.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public bool EncryptValue { get; set; }
```

Property Value

Type: [Boolean](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueEntryType Property

Get value [KeyValue](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override EntryTypes EntryType { get; }
```

Property Value

Type: [EntryTypes](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueKey Property

Gets or Sets the key for this entry.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public string Key { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueQuoteValue Property

Gets or Sets whether values should be enclosed in quotation marks.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public bool QuoteValue { get; set; }
```

Property Value

Type: [Boolean](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValue Property

Gets or Sets the string value of the entry.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string Value { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueBoolean Property

Gets or Sets the value as a [Boolean](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public bool ValueBoolean { get; set; }
```

Property Value

Type: [Boolean](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueByte Property

Gets or Sets the value as an byte type.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public byte ValueByte { get; set; }
```

Property Value

Type: [Byte](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueColor Property

Get or set a [Color](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public Color ValueColor { get; set; }
```

Property Value

Type: [Color](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueDateTime Property

Gets or Sets the value as a [DateTime](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public DateTime ValueDateTime { get; set; }
```

Property Value

Type: [DateTime](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueDecimal Property

Gets or Sets the value as a decimal type.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public decimal ValueDecimal { get; set; }
```

Property Value

Type: [Decimal](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueDouble Property

Gets or Sets the value as a double type.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public double ValueDouble { get; set; }
```

Property Value

Type: [Double](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueFloat Property

Gets or Sets the value as a float type.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public float ValueFloat { get; set; }
```

Property Value

Type: [Single](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueInt Property

Gets or Sets the value as an integer type.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public int ValueInt { get; set; }
```

Property Value

Type: [Int32](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueInt16 Property

Gets or Sets the value as a short type.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public short ValueInt16 { get; set; }
```

Property Value

Type: [Int16](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueInt64 Property

Gets or Sets the value as a 64 bit integer.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public long ValueInt64 { get; set; }
```

Property Value

Type: [Int64](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValuePoint Property

Get or set a [Point](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public Point ValuePoint { get; set; }
```

Property Value

Type: [Point](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValuePointF Property

Get or set a [PointF](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public PointF ValuePointF { get; set; }
```

Property Value

Type: [PointF](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueRectangle Property

Get or set a [Rectangle](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public Rectangle ValueRectangle { get; set; }
```

Property Value

Type: [Rectangle](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueRectangleF Property

Get or set a [RectangleF](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public RectangleF ValueRectangleF { get; set; }
```

Property Value

Type: [RectangleF](#)

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueSize Property

Get or set a [Size](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public Size ValueSize { get; set; }
```

Property Value

Type: [Size](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueValueSizeF Property

Get or set a [SizeF](#) value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public SizeF ValueSizeF { get; set; }
```

Property Value

Type: [SizeF](#)

► See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Methods

The [IniKeyValue](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	Returns the INI key/value output. (Overrides IniEntry.ToString .)

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▪ See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValueToString Method

Returns the INI key/value output.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string ToString()
```

Return Value

Type: [String](#)

[Missing <returns> documentation for "M:TG.INI.IniKeyValue.ToString"]

► See Also

[Reference](#)

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniKeyValue Events

The [IniKeyValue](#) type exposes the following members.

▪ Events

Name	Description
 ValueChanged	Event that is called when a value has changed. (Inherited from IniEntry .)

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▪ See Also

Reference

[IniKeyValue Class](#)

[TG.INI Namespace](#)

TG.INI



IniSection Class

This class represents a section of INI.

► Inheritance Hierarchy

System.Object System.CollectionsCollectionBase
TG.INIIniSection

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public class IniSection : CollectionBase
```

The [IniSection](#) type exposes the following members.

► Constructors

	Name	Description
	IniSection	Initializes a new IniSection with the provided name.

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► Properties

	Name	Description
	Capacity	(Inherited from CollectionBase .)

	Count	(Inherited from CollectionBase .)
	InnerList	(Inherited from CollectionBase .)
	ItemInt32	Gets the IniEntry at the given index within the collection.
	ItemString	Gets an IniKeyValue with a matching key value.
	List	(Inherited from CollectionBase .)
	Name	Gets or Sets the section name.
	ParentDocument	Gets the parent IniDocument .

[Top](#)

Methods

	Name	Description
	Add(IniEntry)	Adds an IniEntry to the section.
	Add(IniKeyValue)	Adds an IniKeyValue to this section.
	AddComment	Initialize a new instance of IniComment and add it to the section.
	AddKeyValue(String, String)	Adds a new key/value entry to the section.

	AddKeyValue(String, String, Boolean, Boolean)	Adds a new key/value entry to the section.
≡ethyst	Clear	(Inherited from CollectionBase .)
≡ethyst	ContainsKey	Checks if a key exists in the section.
≡ethyst	Equals	(Inherited from Object .)
≡ethyst	Finalize	(Inherited from Object .)
≡ethyst	Find	
≡ethyst	GetEnumerator	(Inherited from CollectionBase .)
≡ethyst	GetHashCode	(Inherited from Object .)
≡ethyst	GetType	(Inherited from Object .)
≡ethyst	MemberwiseClone	(Inherited from Object .)
≡ethyst	OnClear	(Inherited from CollectionBase .)
≡ethyst	OnClearComplete	(Inherited from CollectionBase .)
≡ethyst	OnInsert	(Inherited from CollectionBase .)
≡ethyst	OnInsertComplete	(Inherited from CollectionBase .)
≡ethyst	OnRemove	(Inherited from CollectionBase .)

💡	OnRemoveComplete	(Inherited from CollectionBase .)
💡	OnSet	(Inherited from CollectionBase .)
💡	OnSetComplete	(Inherited from CollectionBase .)
💡	OnValidate	(Inherited from CollectionBase .)
≡	RemoveAt	(Inherited from CollectionBase .)
≡	RemoveEntry	
≡	ToString	Returns the INI section output. (Overrides Object.ToString .)

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▲ See Also

[Reference](#)
[TG.INI Namespace](#)

TG.INI



IniSection Constructor

Initializes a new [IniSection](#) with the provided name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniSection(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name of the new section.

► See Also

Reference

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSection Properties

The [IniSection](#) type exposes the following members.

► Properties

	Name	Description
	Capacity	(Inherited from CollectionBase .)
	Count	(Inherited from CollectionBase .)
	InnerList	(Inherited from CollectionBase .)
	ItemInt32	Gets the IniEntry at the given index within the collection.
	ItemString	Gets an IniKeyValue with a matching key value.
	List	(Inherited from CollectionBase .)
	Name	Gets or Sets the section name.
	ParentDocument	Gets the parent IniDocument .

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► See Also

[Reference](#)

IniSection Class
TG.INI Namespace

TG.INI



IniSectionItem Property

► Overload List

	Name	Description
	ItemInt32	Gets the IniEntry at the given index within the collection.
	ItemString	Gets an IniKeyValue with a matching key value.

[Top](#)

► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionItem Property (Int32)

Gets the [IniEntry](#) at the given index within the collection.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniEntry this[  
    int index  
] { get; }
```

Parameters

index

Type: [SystemInt32](#)

The index to retrieve the [IniEntry](#).

Return Value

Type: [IniEntry](#)

The [IniEntry](#) at the given index.

► See Also

Reference

[IniSection Class](#)

[Item Overload](#)

[TG.INI Namespace](#)

TG.INI



IniSectionItem Property (String)

Gets an [IniKeyValue](#) with a matching key value.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniKeyValue this[  
    string key  
] { get; }
```

Parameters

key

Type: [System.String](#)

The key to match to a [IniKeyValue](#).

Return Value

Type: [IniKeyValue](#)

The matching [IniKeyValue](#); otherwise a new [IniKeyValue](#) will be returned.

► See Also

[Reference](#)

[IniSection Class](#)

[Item Overload](#)

[TG.INI Namespace](#)

TG.INI



IniSectionName Property

Gets or Sets the section name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public string Name { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionParentDocument Property

Gets the parent [IniDocument](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniDocument ParentDocument { get; }
```

Property Value

Type: [IniDocument](#)

► See Also

Reference

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSection Methods

The [IniSection](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Add(IniEntry)	Adds an IniEntry to the section.
≡	Add(IniKeyValue)	Adds an IniKeyValue to this section.
≡	AddComment	Initialize a new instance of IniComment and add it to the section.
≡	AddKeyValue(String, String)	Adds a new key/value entry to the section.
≡	AddKeyValue(String, String, Boolean, Boolean)	Adds a new key/value entry to the section.
≡	Clear	(Inherited from CollectionBase .)
≡	ContainsKey	Checks if a key exists in the section.
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)

Find

≡	GetEnumerator	(Inherited from CollectionBase .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
💡	OnClear	(Inherited from CollectionBase .)
💡	OnClearComplete	(Inherited from CollectionBase .)
💡	OnInsert	(Inherited from CollectionBase .)
💡	OnInsertComplete	(Inherited from CollectionBase .)
💡	OnRemove	(Inherited from CollectionBase .)
💡	OnRemoveComplete	(Inherited from CollectionBase .)
💡	OnSet	(Inherited from CollectionBase .)
💡	OnSetComplete	(Inherited from CollectionBase .)
💡	OnValidate	(Inherited from CollectionBase .)
≡	RemoveAt	(Inherited from

CollectionBase.)

RemoveEntry

 ToString	Returns the INI section output. (Overrides Object.ToString() .)
--	--

Top

► See Also

Reference

IniSection Class

TG.INI Namespace

TG.INI



IniSectionAdd Method

► Overload List

	Name	Description
≡	Add(IniEntry)	Adds an IniEntry to the section.
≡	Add(IniKeyValue)	Adds an IniKeyValue to this section.

[Top](#)

► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionAdd Method (IniEntry)

Adds an [IniEntry](#) to the section.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void Add(  
    IniEntry entry  
)
```

Parameters

entry

Type: [TG.INI.IniEntry](#)

The [IniEntry](#) to add.

► See Also

[Reference](#)

[IniSection Class](#)

[Add Overload](#)

[TG.INI Namespace](#)

TG.INI



IniSectionAdd Method (IniKeyValue)

Adds an [IniKeyValue](#) to this section.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void Add(  
    IniKeyValue keyValue  
)
```

Parameters

keyValue

Type: [TG.INI.IniKeyValue](#)

The [IniKeyValue](#) to add.

► See Also

[Reference](#)

[IniSection Class](#)

[Add Overload](#)

[TG.INI Namespace](#)

TG.INI



IniSectionAddComment Method

Initialize a new instance of [IniComment](#) and add it to the section.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniComment AddComment(  
    string value  
)
```

Parameters

value

Type: [SystemString](#)

The comment value.

Return Value

Type: [IniComment](#)

A new instance of [IniComment](#).

► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionAddKeyValue Method

► Overload List

	Name	Description
≡	AddKeyValue(String, String)	Adds a new key/value entry to the section.
≡	AddKeyValue(String, String, Boolean, Boolean)	Adds a new key/value entry to the section.

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► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionAddKeyValue Method (String, String)

Adds a new key/value entry to the section.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue AddKeyValue(
    string key,
    string value
)
```

Parameters

key

Type: [SystemString](#)

The key of the entry.

value

Type: [SystemString](#)

The value of the entry.

Return Value

Type: [IniKeyValue](#)

A new instance of [IniKeyValue](#).

► See Also

[Reference](#)

[IniSection Class](#)

AddKeyValue Overload
TG.INI Namespace

TG.INI



IniSectionAddKeyValue Method (String, String, Boolean, Boolean)

Adds a new key/value entry to the section.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniKeyValue AddKeyValue(  
    string key,  
    string value,  
    bool encryptValue,  
    bool quoteValue  
)
```

Parameters

key

Type: [SystemString](#)

The key of the entry.

value

Type: [SystemString](#)

The value of the entry.

encryptValue

Type: [SystemBoolean](#)

Should the value be encrypted?

quoteValue

Type: [SystemBoolean](#)

Should the value be quoted?

Return Value

Type: [IniKeyValue](#)

A new instance of [IniKeyValue](#).

See Also

Reference

[IniSection Class](#)

[AddKeyValue Overload](#)

[TG.INI Namespace](#)

TG.INI



IniSectionContainsKey Method

Checks if a key exists in the section.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public bool ContainsKey(  
    string key  
)
```

Parameters

key

Type: [System.String](#)

The key to look for.

Return Value

Type: [Boolean](#)

Returns true if the key exists in the series; otherwise false.

► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionFind Method

[Missing <summary> documentation for "M:tg.ini.iniSection.Find(System.String)"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniKeyValue Find(  
    string key  
)
```

Parameters

key

Type: [SystemString](#)

[Missing <param name="key"/> documentation for
"M:tg.ini.iniSection.Find(System.String)"]

Return Value

Type: [IniKeyValue](#)

[Missing <returns> documentation for "M:tg.ini.iniSection.Find(System.String)"]

► See Also

Reference

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionRemoveEntry Method

[Missing <summary> documentation for
"M:TG.INI.IniSection.RemoveEntry(TG.INI.IniEntry)"]

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void RemoveEntry(  
    IniEntry entry  
)
```

Parameters

entry

Type: [TG.INI.IniEntry](#)

[Missing <param name="entry"/> documentation for
"M:TG.INI.IniSection.RemoveEntry(TG.INI.IniEntry)"]

► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniSectionToString Method

Returns the INI section output.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string ToString()
```

Return Value

Type: [String](#)

[Missing <returns> documentation for "M:tg.ini.inisection.tostring"]

► See Also

[Reference](#)

[IniSection Class](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Class

[Missing <summary> documentation for "T:TG.INI.IniWhiteSpace"]

► Inheritance Hierarchy

SystemObject TG.INIIniEntry
TG.INIIniWhiteSpace

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public class IniWhiteSpace : IniEntry
```

The [IniWhiteSpace](#) type exposes the following members.

► Constructors

	Name	Description
≡	IniWhiteSpace	Initializes a new instance of IniWhiteSpace .
≡	IniWhiteSpace(Int32)	Initializes a new instance of IniWhiteSpace with a provided number of spaces.
≡	IniWhiteSpace(String)	Initializes a new instance of IniWhiteSpace with a provided white space

string.

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► Properties

	Name	Description
	EntryType	Gets value WhiteSpace . (Overrides IniEntryEntryType .)
	ParentDocument	Gets the parent IniDocument . (Inherited from IniEntry .)
	Spaces	Gets or Sets the number of spaces contained in this IniWhiteSpace .
	Value	Gets or Sets the space string of the white space. (Overrides IniEntryValue .)

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► Methods

	Name	Description
	Equals	(Inherited from Object .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Object .)
	GetType	(Inherited from Object .)
	MemberwiseClone	(Inherited from Object .)

ToString	Returns a string that represents the entry. (Inherited from IniEntry .)
--------------------------	--

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► Events

Name	Description
 ValueChanged	Event that is called when a value has changed. (Inherited from IniEntry .)

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► See Also

[Reference](#)
[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Constructor

► Overload List

	Name	Description
≡	IniWhiteSpace	Initializes a new instance of IniWhiteSpace .
≡	IniWhiteSpace(Int32)	Initializes a new instance of IniWhiteSpace with a provided number of spaces.
≡	IniWhiteSpace(String)	Initializes a new instance of IniWhiteSpace with a provided white space string.

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► See Also

Reference

[IniWhiteSpace Class](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Constructor

Initializes a new instance of [IniWhiteSpace](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniWhiteSpace()
```

► See Also

[Reference](#)

[IniWhiteSpace Class](#)

[IniWhiteSpace Overload](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Constructor (Int32)

Initializes a new instance of [IniWhiteSpace](#) with a provided number of spaces.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniWhiteSpace(  
    int spaces  
)
```

Parameters

spaces

Type: [System.Int32](#)

The number of spaces the new instance represents.

► See Also

Reference

[IniWhiteSpace Class](#)

[IniWhiteSpace Overload](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Constructor (String)

Initializes a new instance of [IniWhiteSpace](#) with a provided white space string.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniWhiteSpace(  
    string whiteSpace  
)
```

Parameters

whiteSpace

Type: [System.String](#)

A string containing spaces. All other characters are ignored.

► See Also

Reference

[IniWhiteSpace Class](#)

[IniWhiteSpace Overload](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Properties

The [IniWhiteSpace](#) type exposes the following members.

► Properties

	Name	Description
	EntryType	Gets value WhiteSpace . (Overrides IniEntryEntryType .)
	ParentDocument	Gets the parent IniDocument . (Inherited from IniEntry .)
	Spaces	Gets or Sets the number of spaces contained in this IniWhiteSpace .
	Value	Gets or Sets the space string of the white space. (Overrides IniEntryValue .)

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► See Also

Reference

[IniWhiteSpace Class](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpaceEntryType Property

Gets value [WhiteSpace](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override EntryTypes EntryType { get; }
```

Property Value

Type: [EntryTypes](#)

► See Also

[Reference](#)

[IniWhiteSpace Class](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpaceSpaces Property

Gets or Sets the number of spaces contained in this [IniWhiteSpace](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public int Spaces { get; set; }
```

Property Value

Type: [Int32](#)

► See Also

Reference

[IniWhiteSpace Class](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpaceValue Property

Gets or Sets the space string of the white space.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public override string Value { get; set; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniWhiteSpace Class](#)

[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Methods

The [IniWhiteSpace](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	Returns a string that represents the entry. (Inherited from IniEntry .)

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▪ See Also

Reference

[IniWhiteSpace Class](#)
[TG.INI Namespace](#)

TG.INI



IniWhiteSpace Events

The [IniWhiteSpace](#) type exposes the following members.

▪ Events

Name	Description
 ValueChanged	Event that is called when a value has changed. (Inherited from IniEntry .)

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▪ See Also

Reference

[IniWhiteSpace Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollection Class

A collection to store [IniSection](#).

► Inheritance Hierarchy

[SystemObject](#) [System.CollectionsCollectionBase](#)
[TG.INISectionCollection](#)

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class SectionCollection : CollectionBase
```

The [SectionCollection](#) type exposes the following members.

► Constructors

	Name	Description
💡	SectionCollection	Initializes a new instance of SectionCollection .

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► Properties

	Name	Description
📝	Capacity	(Inherited from CollectionBase .)

	Count	(Inherited from CollectionBase .)
	InnerList	(Inherited from CollectionBase .)
	ItemInt32	Gets the IniSection as a given index.
	ItemString	Gets the IniSection by name.
	List	(Inherited from CollectionBase .)
	ParentDocument	Gets the parent IniDocument .

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◀ Methods

	Name	Description
	Add(String)	Initializes a new IniSection with the provided name and adds it to the collection.
	Add(IniSection)	Adds an IniSection to the collection.
	Clear	(Inherited from CollectionBase .)
	Contains	Determines if the collection contains a section with the provided name.
	Equals	(Inherited from Object .)

💡	Finalize	(Inherited from Object .)
💡	Find	Searches the collection for an IniSection by the name.
💡	GetEnumerator	(Inherited from CollectionBase .)
💡	GetHashCode	(Inherited from Object .)
💡	GetType	(Inherited from Object .)
💡	MemberwiseClone	(Inherited from Object .)
💡	OnClear	(Inherited from CollectionBase .)
💡	OnClearComplete	(Inherited from CollectionBase .)
💡	OnInsert	(Inherited from CollectionBase .)
💡	OnInsertComplete	(Inherited from CollectionBase .)
💡	OnRemove	(Inherited from CollectionBase .)
💡	OnRemoveComplete	(Inherited from CollectionBase .)
💡	OnSet	(Inherited from CollectionBase .)
💡	OnSetComplete	(Inherited from CollectionBase .)

💡	OnValidate	(Inherited from CollectionBase .)
💡	Remove(String)	Remove an IniSection from the collection, by name.
💡	Remove(IniSection)	Remove an IniSection from the collection.
💡	RemoveAt	(Inherited from CollectionBase .)
💡	ToString	(Inherited from Object .)

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▲ See Also

[Reference](#)

[TG.INI Namespace](#)

TG.INI



SectionCollection Constructor

Initializes a new instance of [SectionCollection](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected SectionCollection(  
    IniDocument document  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

[Missing <param name="document"/> documentation for
"M:TG.INI.SectionCollection.#ctor(TG.INI.IniDocument)"]

► See Also

Reference

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollection Properties

The [SectionCollection](#) type exposes the following members.

Properties

	Name	Description
	Capacity	(Inherited from CollectionBase .)
	Count	(Inherited from CollectionBase .)
	InnerList	(Inherited from CollectionBase .)
	ItemInt32	Gets the IniSection as a given index.
	ItemString	Gets the IniSection by name.
	List	(Inherited from CollectionBase .)
	ParentDocument	Gets the parent IniDocument .

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See Also

[Reference](#)

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionItem Property

► Overload List

	Name	Description
	ItemInt32	Gets the IniSection as a given index.
	ItemString	Gets the IniSection by name.

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► See Also

[Reference](#)

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionItem Property (Int32)

Gets the [IniSection](#) as a given index.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniSection this[  
    int index  
] { get; }
```

Parameters

index

Type: [SystemInt32](#)

The index of the section.

Return Value

Type: [IniSection](#)

[IniSection](#)

► See Also

[Reference](#)

[SectionCollection Class](#)

[Item Overload](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionItem Property (String)

Gets the [IniSection](#) by name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniSection this[  
    string name  
] { get; }
```

Parameters

name

Type: [System.String](#)

The name of the [IniSection](#) to get.

Return Value

Type: [IniSection](#)

The [IniSection](#), if found; otherwise a new [IniSection](#) will be created.

► See Also

[Reference](#)

[SectionCollection Class](#)

[Item Overload](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionParentDocument Property

Gets the parent [IniDocument](#).

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniDocument ParentDocument { get; }
```

Property Value

Type: [IniDocument](#)

► See Also

Reference

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollection Methods

The [SectionCollection](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Add(String)	Initializes a new IniSection with the provided name and adds it to the collection.
≡	Add(IniSection)	Adds an IniSection to the collection.
≡	Clear	(Inherited from CollectionBase .)
≡	Contains	Determines if the collection contains a section with the provided name.
≡	Equals	(Inherited from Object .)
💡	Finalize	(Inherited from Object .)
≡	Find	Searches the collection for an IniSection by the name.
≡	GetEnumerator	(Inherited from CollectionBase .)
≡	GetHashCode	(Inherited from Object .)

≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	OnClear	(Inherited from CollectionBase .)
≡	OnClearComplete	(Inherited from CollectionBase .)
≡	OnInsert	(Inherited from CollectionBase .)
≡	OnInsertComplete	(Inherited from CollectionBase .)
≡	OnRemove	(Inherited from CollectionBase .)
≡	OnRemoveComplete	(Inherited from CollectionBase .)
≡	OnSet	(Inherited from CollectionBase .)
≡	OnSetComplete	(Inherited from CollectionBase .)
≡	OnValidate	(Inherited from CollectionBase .)
≡	Remove(String)	Remove an IniSection from the collection, by name.
≡	Remove(IniSection)	Remove an IniSection from the collection.
≡	RemoveAt	(Inherited from CollectionBase .)



[ToString](#)

(Inherited from [Object](#).)

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▲ See Also

[Reference](#)

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionAdd Method

► Overload List

Name	Description
 Add(String)	Initializes a new IniSection with the provided name and adds it to the collection.
 Add(IniSection)	Adds an IniSection to the collection.

[Top](#)

► See Also

[Reference](#)

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionAdd Method (String)

Initializes a new [IniSection](#) with the provided name and adds it to the collection.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniSection Add(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name of the section.

Return Value

Type: [IniSection](#)

The instance of the new [IniSection](#).

► See Also

[Reference](#)

[SectionCollection Class](#)

[Add Overload](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionAdd Method (IniSection)

Adds an [IniSection](#) to the collection.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniSection Add(  
    IniSection section  
)
```

Parameters

section

Type: [TG.INI.IniSection](#)

The [IniSection](#) to be added.

Return Value

Type: [IniSection](#)

The value of param section.

► See Also

[Reference](#)

[SectionCollection Class](#)

[Add Overload](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionContains Method

Determines if the collection contains a section with the provided name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public bool Contains(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name of the section to find.

Return Value

Type: [Boolean](#)

True if the collection contains the section; otherwise false.

► See Also

[Reference](#)

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionFind Method

Searches the collection for an [IniSection](#) by the name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniSection Find(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name of the [IniSection](#) to find.

Return Value

Type: [IniSection](#)

The [IniSection](#), if found; otherwise null.

► See Also

[Reference](#)

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionRemove Method

► Overload List

	Name	Description
≡	Remove(String)	Remove an IniSection from the collection, by name.
≡	Remove(IniSection)	Remove an IniSection from the collection.

[Top](#)

► See Also

Reference

[SectionCollection Class](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionRemove Method (String)

Remove an [IniSection](#) from the collection, by name.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public void Remove(  
    string name  
)
```

Parameters

name

Type: [System.String](#)

The name of the section to remove.

► See Also

[Reference](#)

[SectionCollection Class](#)

[Remove Overload](#)

[TG.INI Namespace](#)

TG.INI



SectionCollectionRemove Method (IniSection)

Remove an [IniSection](#) from the collection.

Namespace: [TG.INI](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public void Remove(  
    IniSection section  
)
```

Parameters

section

Type: [TG.INI.IniSection](#)

► See Also

[Reference](#)

[SectionCollection Class](#)

[Remove Overload](#)

[TG.INI Namespace](#)

TG.INI



TG.INI.Controls Namespace

The TG.INI.Controls contains GUI controls used to edit ini formatted files.

► Classes

	Class	Description
	IniEditor	A visual editor for INI files.

► Enumerations

	Enumeration	Description
	IniEditorDisplayModes	Represents modes of the GUI.

TG.INI



IniEditor Class

A visual editor for INI files.

► Inheritance Hierarchy

```
SystemObject SystemMarshalByRefObject
  System.ComponentModel.Component
    System.Windows.FormsControl
      System.Windows.FormsScrollableControl
        System.Windows.FormsContainerControl
          System.Windows.FormsForm
            TG.INI.ControlsIniEditor
```

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public class IniEditor : Form
```

The `IniEditor` type exposes the following members.

► Constructors

Name	Description
 IniEditor	Creates a new instance of <code>IniEditor</code> .
 IniEditor(IEncryptionHandler)	Initializes a new <code>IniEditor</code> with a

predefined
[IEncryptionHandler](#).

[Top](#)

Properties

Name	Description
 AcceptButton	(Inherited from Form .)
 AccessibilityObject	(Inherited from Control .)
 AccessibleDefaultActionDescription	(Inherited from Control .)
 AccessibleDescription	(Inherited from Control .)
 AccessibleName	(Inherited from Control .)
 AccessibleRole	(Inherited from Control .)
 ActiveControl	(Inherited from ContainerControl .)
 ActiveMdiChild	(Inherited from Form .)
 AllowDrop	(Inherited from Control .)
 AllowTransparency	(Inherited from Form .)

	Anchor	(Inherited from Control .)
	AutoScale	Obsolete. (Inherited from Form .)
	AutoScaleBaseSize	(Inherited from Form .)
	AutoScaleDimensions	(Inherited from ContainerControl .)
	AutoScaleFactor	(Inherited from ContainerControl .)
	AutoSizeMode	(Inherited from ContainerControl .)
	AutoScroll	(Inherited from Form .)
	AutoScrollMargin	(Inherited from ScrollableControl .)
	AutoScrollMinSize	(Inherited from ScrollableControl .)
	AutoScrollOffset	(Inherited from Control .)
	AutoScrollPosition	(Inherited from ScrollableControl .)
	AutoSize	(Inherited from Form .)
	AutoSizeMode	(Inherited from

		Form.)
	AutoValidate	(Inherited from Form.)
	BackColor	(Inherited from Form.)
	BackgroundImage	(Inherited from Control.)
	BackgroundImageLayout	(Inherited from Control.)
	BindingContext	(Inherited from ContainerControl.)
	Bottom	(Inherited from Control.)
	Bounds	(Inherited from Control.)
	CancelButton	(Inherited from Form.)
	CanEnableIme	(Inherited from ContainerControl.)
	CanEncrypt	Gets whether an EncryptionKey property is set and the length is greater than zero.
	CanFocus	(Inherited from Control.)
	CanRaiseEvents	(Inherited from

		Control.)
	CanSelect	(Inherited from Control.)
	Capture	(Inherited from Control.)
	CausesValidation	(Inherited from Control.)
	ClientRectangle	(Inherited from Control.)
	ClientSize	(Inherited from Form.)
	CompanyName	(Inherited from Control.)
	Container	(Inherited from Component.)
	ContainsFocus	(Inherited from Control.)
	ContextMenu	(Inherited from Control.)
	ContextMenuStrip	(Inherited from Control.)
	ControlBox	(Inherited from Form.)
	Controls	(Inherited from Control.)
	Created	(Inherited from

Control.)

	CreateParams	(Inherited from Form.)
	CurrentAutoScaleDimensions	(Inherited from ContainerControl.)
	Cursor	(Inherited from Control.)
	DataBindings	(Inherited from Control.)
	DefaultCursor	(Inherited from Control.)
	DefaultImeMode	(Inherited from Form.)
	DefaultMargin	(Inherited from Control.)
	DefaultMaximumSize	(Inherited from Control.)
	DefaultMinimumSize	(Inherited from Control.)
	DefaultPadding	(Inherited from Control.)
	DefaultSize	(Inherited from Form.)
	DesignMode	(Inherited from Component.)
	DesktopBounds	(Inherited from

[Form.](#))

 DesktopLocation	(Inherited from Form.)
 DialogResult	(Inherited from Form.)
 Dirty	Gets or sets if the document has changed.
 DisplayMode	Gets or sets how the editor window is setup.
 DisplayRectangle	(Inherited from ScrollableControl.)
 Disposing	(Inherited from Control.)
 Dock	(Inherited from Control.)
 DockPadding	(Inherited from ScrollableControl.)
 Document	Gets or sets the IniDocument that is being viewed.
 DocumentPath	Gets or sets the file path to a INI file. This is only used in Standalone mode.

	DoubleBuffered	(Inherited from Control .)
	Enabled	(Inherited from Control .)
	EncryptionHandler	Get or set the IEncryptionHandler to use. This is mostly used while in Standalone but can be used to change the handler for an existing IniDocument .
	Events	(Inherited from Component .)
	Focused	(Inherited from Control .)
	Font	(Inherited from Control .)
	FontHeight	(Inherited from Control .)
	ForeColor	(Inherited from Control .)
	FormBorderStyle	(Inherited from Form .)
	Handle	(Inherited from Control .)

	HasChildren	(Inherited from Control .)
	Height	(Inherited from Control .)
	HelpButton	(Inherited from Form .)
	HorizontalScroll	(Inherited from ScrollableControl .)
	HScroll	(Inherited from ScrollableControl .)
	Icon	(Inherited from Form .)
	ImeMode	(Inherited from Control .)
	ImeModeBase	(Inherited from Control .)
	InvokeRequired	(Inherited from Control .)
	IsAccessible	(Inherited from Control .)
	IsDisposed	(Inherited from Control .)
	IsHandleCreated	(Inherited from Control .)
	IsMdiChild	(Inherited from Form .)

	IsMdiContainer	(Inherited from Form.)
	IsMirrored	(Inherited from Control.)
	IsRestrictedWindow	(Inherited from Form.)
	KeyPreview	(Inherited from Form.)
	LayoutEngine	(Inherited from Control.)
	Left	(Inherited from Control.)
	Location	(Inherited from Form.)
	MainMenuStrip	(Inherited from Form.)
	Margin	(Inherited from Form.)
	MaximizeBox	(Inherited from Form.)
	MaximizedBounds	(Inherited from Form.)
	MaximumSize	(Inherited from Form.)
	MdiChildren	(Inherited from Form.)

	MdiParent	(Inherited from Form.)
	Menu	(Inherited from Form.)
	MergedMenu	(Inherited from Form.)
	MinimizeBox	(Inherited from Form.)
	MinimumSize	(Inherited from Form.)
	Modal	(Inherited from Form.)
	Name	(Inherited from Control.)
	Opacity	(Inherited from Form.)
	OwnedForms	(Inherited from Form.)
	Owner	(Inherited from Form.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from Control.)
	ParentForm	(Inherited from ContainerControl.)

	PreferredSize	(Inherited from Control .)
	Privileges	Gets or sets the user privileges of the editor.
	ProductName	(Inherited from Control .)
	ProductVersion	(Inherited from Control .)
	RecreatingHandle	(Inherited from Control .)
	Region	(Inherited from Control .)
	RenderRightToLeft	Obsolete. (Inherited from Control .)
	ResizeRedraw	(Inherited from Control .)
	RestoreBounds	(Inherited from Form .)
	Right	(Inherited from Control .)
	RightToLeft	(Inherited from Control .)
	RightToLeftLayout	(Inherited from Form .)
	ScaleChildren	(Inherited from

	Control.)
	ShowFocusCues (Inherited from Control.)
	ShowIcon (Inherited from Form.)
	ShowInTaskbar (Inherited from Form.)
	ShowKeyboardCues (Inherited from Control.)
	ShowWithoutActivation (Inherited from Form.)
	Site (Inherited from Control.)
	Size (Inherited from Form.)
	SizeGripStyle (Inherited from Form.)
	StartPosition (Inherited from Form.)
	TabIndex (Inherited from Form.)
	TabStop (Inherited from Form.)
	Tag (Inherited from Control.)
	Text (Inherited from

[Form.\)](#)

	Title	Gets or sets the Text title property.
	Top	(Inherited from Control .)
	TopLevel	(Inherited from Form .)
	TopLevelControl	(Inherited from Control .)
	TopMost	(Inherited from Form .)
	TransparencyKey	(Inherited from Form .)
	UseWaitCursor	(Inherited from Control .)
	VerticalScroll	(Inherited from ScrollableControl .)
	Visible	(Inherited from Control .)
	VScroll	(Inherited from ScrollableControl .)
	Width	(Inherited from Control .)
	WindowState	(Inherited from Form .)
	WindowTarget	(Inherited from

Control.)

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Methods

Name	Description
AccessibilityNotifyClients(AccessibleEvents, Int32)	(Inherited from Control.)
AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	(Inherited from Control.)
Activate	(Inherited from Control.)
ActivateMdiChild	(Inherited from Control.)
AddOwnedForm	(Inherited from Control.)
AdjustFormScrollbars	(Inherited from Control.)
ApplyAutoScaling	Obsolete. (Inherited from Form.)
BeginInvoke(Delegate)	(Inherited from Control.)
BeginInvoke(Delegate, Object)	(Inherited from Control.)
BringToFront	(Inherited from Control.)
CenterToParent	(Inherited from Control.)
CenterToScreen	(Inherited from Control.)
Close	(Inherited from Control.)
Contains	(Inherited from Control.)

💡	CreateAccessibilityInstance	(Inherited from Control)
💡	CreateControl	(Inherited from Control)
💡	CreateControlsInstance	(Inherited from Control)
💡	CreateGraphics	(Inherited from Control)
💡	CreateHandle	(Inherited from Control)
💡	CreateObjRef	(Inherited from MarshalByRefObject)
💡	DefWndProc	(Inherited from Control)
💡	DestroyHandle	(Inherited from Control)
💡	Dispose	(Inherited from Component .)
💡	Dispose(Boolean)	Clean up any resources being used. (Overrides Form.Dispose(Boolean))
💡	DoDragDrop	(Inherited from Control)
💡	DrawToBitmap	(Inherited from Control)
💡	EndInvoke	(Inherited from Control)
💡	Equals	(Inherited from Object)
💡	Finalize	(Inherited from Component .)
💡	FindForm	(Inherited from Control)
💡	Focus	(Inherited from Control)

💡	GetAccessibilityObjectById	(Inherited from Control)
💡	GetAutoSizeMode	(Inherited from Control)
💡	GetChildAtPoint(Point)	(Inherited from Control)
💡	GetChildAtPoint(Point, Int32)	(Inherited from Control)
💡	GetChildAtPointSkip(Int32)	(Inherited from Control)
💡	GetContainerControl	(Inherited from Control)
💡	GetHashCode	(Inherited from Object)
💡	GetLifetimeService	(Inherited from MarshalByRefObject)
💡	GetNextControl	(Inherited from Control)
💡	GetPreferredSize	(Inherited from Control)
💡	GetScaledBounds	(Inherited from Control)
💡	GetScrollState	(Inherited from ScrollableControl)
💡	GetService	(Inherited from Component)
💡	GetStyle	(Inherited from Control)
💡	GetTopLevel	(Inherited from Control)
💡	GetType	(Inherited from Object)
💡	Hide	(Inherited from Control)
💡	InitializeLifetimeService	(Inherited from MarshalByRefObject)

💡	InitLayout	(Inherited from Control)
💡	Invalidate	(Inherited from Control)
💡	Invalidate(Region)	(Inherited from Control)
💡	Invalidate(Boolean)	(Inherited from Control)
💡	Invalidate(Rectangle)	(Inherited from Control)
💡	Invalidate(Region, Boolean)	(Inherited from Control)
💡	Invalidate(Rectangle, Boolean)	(Inherited from Control)
💡	Invoke(Delegate)	(Inherited from Control)
💡	Invoke(Delegate, Object)	(Inherited from Control)
💡	InvokeGotFocus	(Inherited from Control)
💡	InvokeLostFocus	(Inherited from Control)
💡	InvokeOnClick	(Inherited from Control)
💡	InvokePaint	(Inherited from Control)
💡	InvokePaintBackground	(Inherited from Control)
💡	IsInputChar	(Inherited from Control)
💡	IsInputKey	(Inherited from Control)
💡	LayoutMdi	(Inherited from Control)
💡	LoadDocument	Loads an IniFile .
💡	MemberwiseClone	(Inherited from Object)
💡	MemberwiseClone(Boolean)	(Inherited from Object)

MarshalByRefObject

💡	NotifyInvalidate	(Inherited from MarshalByRefObject)
💡	OnActivated	(Inherited from MarshalByRefObject)
💡	OnAutoSizeChanged	(Inherited from MarshalByRefObject)
💡	OnAutoValidateChanged	(Inherited from ContainerControl)
💡	OnBackColorChanged	(Inherited from MarshalByRefObject)
💡	OnBackgroundImageChanged	(Inherited from MarshalByRefObject)
💡	OnBackgroundImageLayoutChanged	(Inherited from MarshalByRefObject)
💡	OnBindingContextChanged	(Inherited from MarshalByRefObject)
💡	OnCausesValidationChanged	(Inherited from MarshalByRefObject)
💡	OnChangeUICues	(Inherited from MarshalByRefObject)
💡	OnClick	(Inherited from MarshalByRefObject)
💡	OnClientSizeChanged	(Inherited from MarshalByRefObject)
💡	OnClosed	(Inherited from MarshalByRefObject)
💡	OnClosing	(Inherited from MarshalByRefObject)
💡	OnContextMenuChanged	(Inherited from MarshalByRefObject)
💡	OnContextMenuStripChanged	(Inherited from MarshalByRefObject)
💡	OnControlAdded	(Inherited from MarshalByRefObject)
💡	OnControlRemoved	(Inherited from MarshalByRefObject)
💡		

	OnCreateControl	(Inherited from Control)
💡	OnCursorChanged	(Inherited from Control)
💡	OnDeactivate	(Inherited from Control)
💡	OnDirtyChanged	This method is called when the Dirty property is modified.
💡	OnDisplayModeChanged	This method is called when the DisplayMode property is modified.
💡	OnDockChanged	(Inherited from Control)
💡	OnDoubleClick	(Inherited from Control)
💡	OnDragDrop	(Inherited from Control)
💡	OnDragEnter	(Inherited from Control)
💡	OnDragLeave	(Inherited from Control)
💡	OnDragOver	(Inherited from Control)
💡	OnEnabledChanged	(Inherited from Control)
💡	OnEnter	(Inherited from Control)
💡	OnFontChanged	(Inherited from Control)
💡	OnForeColorChanged	(Inherited from Control)
💡	OnFormClosed	(Inherited from Control)
💡	OnFormClosing	(Inherited from Control)
💡	OnGiveFeedback	(Inherited from Control)

💡	OnGotFocus	(Inherited from Control)
💡	OnHandleCreated	(Inherited from Control)
💡	OnHandleDestroyed	(Inherited from Control)
💡	OnHelpButtonClicked	(Inherited from Control)
💡	OnHelpRequested	(Inherited from Control)
💡	OnImeModeChanged	(Inherited from Control)
💡	OnInputLanguageChanged	(Inherited from Control)
💡	OnInputLanguageChanging	(Inherited from Control)
💡	OnInvalidated	(Inherited from Control)
💡	OnKeyDown	(Inherited from Control)
💡	OnKeyPress	(Inherited from Control)
💡	OnKeyUp	(Inherited from Control)
💡	OnLayout	(Inherited from Control)
💡	OnLeave	(Inherited from Control)
💡	OnLoad	(Inherited from Control)
💡	OnLocationChanged	(Inherited from Control)
💡	OnLostFocus	(Inherited from Control)
💡	OnMarginChanged	(Inherited from Control)
💡	OnMaximizedBoundsChanged	(Inherited from Control)
💡	OnMaximumSizeChanged	(Inherited from Control)

💡	OnMdiChildActivate	(Inherited from Control)
💡	OnMenuComplete	(Inherited from Control)
💡	OnMenuStart	(Inherited from Control)
💡	OnMinimumSizeChanged	(Inherited from Control)
💡	OnMouseCaptureChanged	(Inherited from Control)
💡	OnMouseClick	(Inherited from Control)
💡	OnMouseDoubleClick	(Inherited from Control)
💡	OnMouseDown	(Inherited from Control)
💡	OnMouseEnter	(Inherited from Control)
💡	OnMouseHover	(Inherited from Control)
💡	OnMouseLeave	(Inherited from Control)
💡	OnMouseMove	(Inherited from Control)
💡	OnMouseUp	(Inherited from Control)
💡	OnMouseWheel	(Inherited from Control and ScrollableControl)
💡	OnMove	(Inherited from Control)
💡	OnNotifyMessage	(Inherited from Control)
💡	OnPaddingChanged	(Inherited from Control and ScrollableControl)
💡	OnPaint	(Inherited from Control)
💡	OnPaintBackground	(Inherited from Control)

ScrollableCor

💡	OnParentBackColorChanged	(Inherited from Control)
💡	OnParentBackgroundImageChanged	(Inherited from Control)
💡	OnParentBindingContextChanged	(Inherited from Control)
💡	OnParentChanged	(Inherited from ContainerControl)
💡	OnParentCursorChanged	(Inherited from Control)
💡	OnParentEnabledChanged	(Inherited from Control)
💡	OnParentFontChanged	(Inherited from Control)
💡	OnParentForeColorChanged	(Inherited from Control)
💡	OnParentRightToLeftChanged	(Inherited from Control)
💡	OnParentVisibleChanged	(Inherited from Control)
💡	OnPreviewKeyDown	(Inherited from Control)
💡	OnPrint	(Inherited from Control)
💡	OnQueryContinueDrag	(Inherited from Control)
💡	OnRegionChanged	(Inherited from Control)
💡	OnResize	(Inherited from Control)
💡	OnResizeBegin	(Inherited from Control)
💡	OnResizeEnd	(Inherited from Control)
💡	OnRightToLeftChanged	(Inherited from ScrollableControl)

💡	OnRightToLeftLayoutChanged	(Inherited from Control)
💡	OnScroll	(Inherited from ScrollableControl)
💡	OnShown	(Inherited from Control)
💡	OnSizeChanged	(Inherited from Control)
💡	OnStyleChanged	(Inherited from Control)
💡	OnSystemColorsChanged	(Inherited from Control)
💡	OnTabIndexChanged	(Inherited from Control)
💡	OnTabStopChanged	(Inherited from Control)
💡	OnTextChanged	(Inherited from Control)
💡	OnValidated	(Inherited from Control)
💡	OnValidating	(Inherited from Control)
💡	OnVisibleChanged	(Inherited from Control)
≡💡	OpenDocument	Opens a INI configuration file.
≡💡	PerformAutoScale	(Inherited from ContainerControl)
≡💡	PerformLayout	(Inherited from Control)
≡💡	PerformLayout(Control, String)	(Inherited from Control)
≡💡	PointToClient	(Inherited from Control)
≡💡	PointToScreen	(Inherited from Control)

	PreProcessControlMessage	(Inherited from Control)
≡	PreProcessMessage	(Inherited from Control)
💡	ProcessCmdKey	(Inherited from Control)
💡	ProcessDialogChar	(Inherited from Control)
💡	ProcessDialogKey	(Inherited from Control)
💡	ProcessKeyEventArgs	(Inherited from Control)
💡	ProcessKeyMessage	(Inherited from Control)
💡	ProcessKeyPreview	(Inherited from Control)
💡	ProcessMnemonic	(Inherited from Control)
💡	ProcessTabKey	(Inherited from Control)
💡	RaiseDragEvent	(Inherited from Control)
💡	RaiseKeyEvent	(Inherited from Control)
💡	RaiseMouseEvent	(Inherited from Control)
💡	RaisePaintEvent	(Inherited from Control)
💡	RecreateHandle	(Inherited from Control)
≡	RectangleToClient	(Inherited from Control)
≡	RectangleToScreen	(Inherited from Control)
≡	Refresh	(Inherited from Control)
≡	RemoveOwnedForm	(Inherited from Control)
≡	ResetBackColor	(Inherited from Control)

≡	ResetBindings	(Inherited from Control)
≡	ResetCursor	(Inherited from Control)
≡	ResetFont	(Inherited from Control)
≡	ResetForeColor	(Inherited from Control)
≡	ResetImeMode	(Inherited from Control)
💡	ResetMouseEventArgs	(Inherited from Control)
≡	ResetRightToLeft	(Inherited from Control)
≡	ResetText	(Inherited from Control)
≡	ResumeLayout	(Inherited from Control)
≡	ResumeLayout(Boolean)	(Inherited from Control)
💡	RtlTranslateAlignment(HorizontalAlignment)	(Inherited from Control)
💡	RtlTranslateAlignment(LeftRightAlignment)	(Inherited from Control)
💡	RtlTranslateAlignment(ContentAlignment)	(Inherited from Control)
💡	RtlTranslateContent	(Inherited from Control)
💡	RtlTranslateHorizontal	(Inherited from Control)
💡	RtlTranslateLeftRight	(Inherited from Control)
≡	Scale(Single)	Obsolete. (Inherited from Control)
≡	Scale(SizeF)	(Inherited from Control)
≡	Scale(Single, Single)	Obsolete. (Inherited from Control)

💡	ScaleControl	(Inherited from Control)
💡	ScaleCore	(Inherited from Control)
💡	ScrollControlIntoView	(Inherited from ScrollableControl)
💡	ScrollToControl	(Inherited from ScrollableControl)
💡	Select	(Inherited from Control)
💡	Select(Boolean, Boolean)	(Inherited from Control)
💡	SelectNextControl	(Inherited from Control)
💡	SendToBack	(Inherited from Control)
💡	SetAutoScrollMargin	(Inherited from ScrollableControl)
💡	SetAutoSizeMode	(Inherited from Control)
💡	SetBounds(Int32, Int32, Int32, Int32)	(Inherited from Control)
💡	SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	(Inherited from Control)
💡	SetBoundsCore	(Inherited from Control)
💡	SetClientSizeCore	(Inherited from Control)
💡	SetDesktopBounds	(Inherited from Control)
💡	SetDesktopLocation	(Inherited from Control)
💡	SetDisplayRectLocation	(Inherited from ScrollableControl)

💡	SetScrollState	(Inherited from ScrollableControl)
💡	SetStyle	(Inherited from Control)
💡	SetTopLevel	(Inherited from Control)
💡	SetVisibleCore	(Inherited from Control)
💡	Show	(Inherited from Control)
💡	Show(IWin32Window)	(Inherited from Control)
💡	ShowDialog	(Inherited from Control)
💡	ShowDialog(IWin32Window)	(Inherited from Control)
💡	SizeFromClientSize	(Inherited from Control)
💡	SuspendLayout	(Inherited from Control)
💡	ToString	(Inherited from Object)
💡	Update	(Inherited from Control)
💡	UpdateBounds	(Inherited from Control)
💡	UpdateBounds(Int32, Int32, Int32, Int32)	(Inherited from Control)
💡	UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	(Inherited from Control)
💡	UpdateDefaultButton	(Inherited from Control)
💡	UpdateStyles	(Inherited from Control)
💡	UpdateZOrder	(Inherited from Control)
💡	Validate	(Inherited from Control)

		ContainerCor
≡	Validate(Boolean)	(Inherited from ContainerCor)
≡	ValidateChildren	(Inherited from)
≡	ValidateChildren(ValidationConstraints)	(Inherited from)
💡	WndProc	(Inherited from)

[Top](#)

Events

	Name	Description
⚡	Activated	(Inherited from Form.)
⚡	AutoSizeChanged	(Inherited from Form.)
⚡	AutoValidateChanged	(Inherited from Form.)
⚡	BackColorChanged	(Inherited from Control.)
⚡	BackgroundImageChanged	(Inherited from Control.)
⚡	BackgroundImageLayoutChanged	(Inherited from Control.)
⚡	BindingContextChanged	(Inherited from Control.)
⚡	CausesValidationChanged	(Inherited from)

		Control.)
⚡	ChangeUICues	(Inherited from Control.)
⚡	Click	(Inherited from Control.)
⚡	ClientSizeChanged	(Inherited from Control.)
⚡	Closed	(Inherited from Form.)
⚡	Closing	(Inherited from Form.)
⚡	ContextMenuChanged	(Inherited from Control.)
⚡	ContextMenuStripChanged	(Inherited from Control.)
⚡	ControlAdded	(Inherited from Control.)
⚡	ControlRemoved	(Inherited from Control.)
⚡	CursorChanged	(Inherited from Control.)
⚡	Deactivate	(Inherited from Form.)
⚡	DirtyChanged	This event is invoked when the Dirty property is changed.

⚡	DisplayModeChanged	This event is invoked when the DisplayMode property is changed.
⚡	Disposed	(Inherited from Component .)
⚡	DockChanged	(Inherited from Control .)
⚡	DoubleClick	(Inherited from Control .)
⚡	DragDrop	(Inherited from Control .)
⚡	DragEnter	(Inherited from Control .)
⚡	DragLeave	(Inherited from Control .)
⚡	DragOver	(Inherited from Control .)
⚡	EnabledChanged	(Inherited from Control .)
⚡	Enter	(Inherited from Control .)
⚡	FontChanged	(Inherited from Control .)
⚡	ForeColorChanged	(Inherited from Control .)

⚡	FormClosed	(Inherited from Form.)
⚡	FormClosing	(Inherited from Form.)
⚡	GiveFeedback	(Inherited from Control.)
⚡	GotFocus	(Inherited from Control.)
⚡	HandleCreated	(Inherited from Control.)
⚡	HandleDestroyed	(Inherited from Control.)
⚡	HelpButtonClicked	(Inherited from Form.)
⚡	HelpRequested	(Inherited from Control.)
⚡	ImeModeChanged	(Inherited from Control.)
⚡	InputLanguageChanged	(Inherited from Form.)
⚡	InputLanguageChanging	(Inherited from Form.)
⚡	Invalidate	(Inherited from Control.)
⚡	KeyDown	(Inherited from Control.)

⚡	KeyPress	(Inherited from Control.)
⚡	KeyUp	(Inherited from Control.)
⚡	Layout	(Inherited from Control.)
⚡	Leave	(Inherited from Control.)
⚡	Load	(Inherited from Form.)
⚡	LocationChanged	(Inherited from Control.)
⚡	LostFocus	(Inherited from Control.)
⚡	MarginChanged	(Inherited from Form.)
⚡	MaximizedBoundsChanged	(Inherited from Form.)
⚡	MaximumSizeChanged	(Inherited from Form.)
⚡	MdiChildActivate	(Inherited from Form.)
⚡	MenuComplete	(Inherited from Form.)
⚡	MenuStart	(Inherited from Form.)

⚡	MinimumSizeChanged	(Inherited from Form.)
⚡	MouseCaptureChanged	(Inherited from Control.)
⚡	MouseClick	(Inherited from Control.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from Control.)
⚡	MouseEnter	(Inherited from Control.)
⚡	MouseHover	(Inherited from Control.)
⚡	MouseLeave	(Inherited from Control.)
⚡	MouseMove	(Inherited from Control.)
⚡	MouseUp	(Inherited from Control.)
⚡	MouseWheel	(Inherited from Control.)
⚡	Move	(Inherited from Control.)
⚡	PaddingChanged	(Inherited from Control.)

⚡	Paint	(Inherited from Control.)
⚡	ParentChanged	(Inherited from Control.)
⚡	PreviewKeyDown	(Inherited from Control.)
⚡	QueryAccessibilityHelp	(Inherited from Control.)
⚡	QueryContinueDrag	(Inherited from Control.)
⚡	RegionChanged	(Inherited from Control.)
⚡	Resize	(Inherited from Control.)
⚡	ResizeBegin	(Inherited from Form.)
⚡	ResizeEnd	(Inherited from Form.)
⚡	RightToLeftChanged	(Inherited from Control.)
⚡	RightToLeftLayoutChanged	(Inherited from Form.)
⚡	Scroll	(Inherited from ScrollableControl.)
⚡	Shown	(Inherited from Form.)

⚡	SizeChanged	(Inherited from Control.)
⚡	StyleChanged	(Inherited from Control.)
⚡	SystemColorsChanged	(Inherited from Control.)
⚡	TabIndexChanged	(Inherited from Form.)
⚡	TabStopChanged	(Inherited from Form.)
⚡	TextChanged	(Inherited from Control.)
⚡	Validated	(Inherited from Control.)
⚡	Validating	(Inherited from Control.)
⚡	VisibleChanged	(Inherited from Control.)

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▲ See Also

[Reference](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditor Constructor

► Overload List

Name	Description
 IniEditor	Creates a new instance of IniEditor.
 IniEditor(IEncryptionHandler)	Initializes a new IniEditor with a predefined IEncryptionHandler.

[Top](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditor Constructor

Creates a new instance of IniEditor.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniEditor()
```

► See Also

[Reference](#)

[IniEditor Class](#)

[IniEditor Overload](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditor Constructor (IEncryptionHandler)

Initializes a new IniEditor with a predefined [IEncryptionHandler](#).

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniEditor(  
    IEncryptionHandler encryption  
)
```

Parameters

encryption

Type: [TG.INI.EncryptionIEncryptionHandler](#)

► See Also

Reference

[IniEditor Class](#)

[IniEditor Overload](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditor Properties

The [IniEditor](#) type exposes the following members.

Properties

Name	Description
 AcceptButton	(Inherited from Form .)
 AccessibilityObject	(Inherited from Control .)
 AccessibleDefaultActionDescription	(Inherited from Control .)
 AccessibleDescription	(Inherited from Control .)
 AccessibleName	(Inherited from Control .)
 AccessibleRole	(Inherited from Control .)
 ActiveControl	(Inherited from ContainerControl .)
 ActiveMdiChild	(Inherited from Form .)
 AllowDrop	(Inherited from Control .)

	AllowTransparency	(Inherited from Form .)
	Anchor	(Inherited from Control .)
	AutoSize	Obsolete. (Inherited from Form .)
	AutoScaleBaseSize	(Inherited from Form .)
	AutoScaleDimensions	(Inherited from ContainerControl .)
	AutoScaleFactor	(Inherited from ContainerControl .)
	AutoSizeMode	(Inherited from ContainerControl .)
	AutoScroll	(Inherited from Form .)
	AutoScrollMargin	(Inherited from ScrollableControl .)
	AutoScrollMinSize	(Inherited from ScrollableControl .)
	AutoScrollOffset	(Inherited from Control .)
	AutoScrollPosition	(Inherited from ScrollableControl .)
	AutoSize	(Inherited from Form .)

	AutoSizeMode	(Inherited from Form.)
	AutoValidate	(Inherited from Form.)
	BackColor	(Inherited from Form.)
	BackgroundImage	(Inherited from Control.)
	BackgroundImageLayout	(Inherited from Control.)
	BindingContext	(Inherited from ContainerControl.)
	Bottom	(Inherited from Control.)
	Bounds	(Inherited from Control.)
	CancelButton	(Inherited from Form.)
	CanEnableIme	(Inherited from ContainerControl.)
	CanEncrypt	Gets whether an EncryptionKey property is set and the length is greater than zero.
	CanFocus	(Inherited from Control.)

	CanRaiseEvents	(Inherited from Control .)
	CanSelect	(Inherited from Control .)
	Capture	(Inherited from Control .)
	CausesValidation	(Inherited from Control .)
	ClientRect	(Inherited from Control .)
	ClientSize	(Inherited from Form .)
	CompanyName	(Inherited from Control .)
	Container	(Inherited from Component .)
	ContainsFocus	(Inherited from Control .)
	ContextMenu	(Inherited from Control .)
	ContextMenu	(Inherited from Control .)
	ControlBox	(Inherited from Form .)
	Controls	(Inherited from Control .)

	Created	(Inherited from Control .)
	CreateParams	(Inherited from Form .)
	CurrentAutoScaleDimensions	(Inherited from ContainerControl .)
	Cursor	(Inherited from Control .)
	DataBindings	(Inherited from Control .)
	DefaultCursor	(Inherited from Control .)
	DefaultImeMode	(Inherited from Form .)
	DefaultMargin	(Inherited from Control .)
	DefaultMaximumSize	(Inherited from Control .)
	DefaultMinimumSize	(Inherited from Control .)
	DefaultPadding	(Inherited from Control .)
	DefaultSize	(Inherited from Form .)
	DesignMode	(Inherited from Component .)

	DesktopBounds	(Inherited from Form .)
	DesktopLocation	(Inherited from Form .)
	DialogResult	(Inherited from Form .)
	Dirty	Gets or sets if the document has changed.
	DisplayMode	Gets or sets how the editor window is setup.
	DisplayRectangle	(Inherited from ScrollableControl .)
	Disposing	(Inherited from Control .)
	Dock	(Inherited from Control .)
	DockPadding	(Inherited from ScrollableControl .)
	Document	Gets or sets the IniDocument that is being viewed.
	DocumentPath	Gets or sets the file path to a INI file. This is only used in Standalone mode.

	DoubleBuffered	(Inherited from Control .)
	Enabled	(Inherited from Control .)
	EncryptionHandler	Get or set the IEncryptionHandler to use. This is mostly used while in Standalone but can be used to change the handler for an existing IniDocument .
	Events	(Inherited from Component .)
	Focused	(Inherited from Control .)
	Font	(Inherited from Control .)
	FontHeight	(Inherited from Control .)
	ForeColor	(Inherited from Control .)
	FormBorderStyle	(Inherited from Form .)
	Handle	(Inherited from Control .)

	HasChildren	(Inherited from Control .)
	Height	(Inherited from Control .)
	HelpButton	(Inherited from Form .)
	HorizontalScroll	(Inherited from ScrollableControl .)
	HScroll	(Inherited from ScrollableControl .)
	Icon	(Inherited from Form .)
	ImeMode	(Inherited from Control .)
	ImeModeBase	(Inherited from Control .)
	InvokeRequired	(Inherited from Control .)
	IsAccessible	(Inherited from Control .)
	IsDisposed	(Inherited from Control .)
	IsHandleCreated	(Inherited from Control .)
	IsMdiChild	(Inherited from Form .)

	IsMdiContainer	(Inherited from Form.)
	IsMirrored	(Inherited from Control.)
	IsRestrictedWindow	(Inherited from Form.)
	KeyPreview	(Inherited from Form.)
	LayoutEngine	(Inherited from Control.)
	Left	(Inherited from Control.)
	Location	(Inherited from Form.)
	MainMenuStrip	(Inherited from Form.)
	Margin	(Inherited from Form.)
	MaximizeBox	(Inherited from Form.)
	MaximizedBounds	(Inherited from Form.)
	MaximumSize	(Inherited from Form.)
	MdiChildren	(Inherited from Form.)

	MdiParent	(Inherited from Form.)
	Menu	(Inherited from Form.)
	MergedMenu	(Inherited from Form.)
	MinimizeBox	(Inherited from Form.)
	MinimumSize	(Inherited from Form.)
	Modal	(Inherited from Form.)
	Name	(Inherited from Control.)
	Opacity	(Inherited from Form.)
	OwnedForms	(Inherited from Form.)
	Owner	(Inherited from Form.)
	Padding	(Inherited from Control.)
	Parent	(Inherited from Control.)
	ParentForm	(Inherited from ContainerControl.)

	PreferredSize	(Inherited from Control .)
	Privileges	Gets or sets the user privileges of the editor.
	ProductName	(Inherited from Control .)
	ProductVersion	(Inherited from Control .)
	RecreatingHandle	(Inherited from Control .)
	Region	(Inherited from Control .)
	RenderRightToLeft	Obsolete. (Inherited from Control .)
	ResizeRedraw	(Inherited from Control .)
	RestoreBounds	(Inherited from Form .)
	Right	(Inherited from Control .)
	RightToLeft	(Inherited from Control .)
	RightToLeftLayout	(Inherited from Form .)
	ScaleChildren	(Inherited from

	Control.)
	ShowFocusCues (Inherited from Control.)
	ShowIcon (Inherited from Form.)
	ShowInTaskbar (Inherited from Form.)
	ShowKeyboardCues (Inherited from Control.)
	ShowWithoutActivation (Inherited from Form.)
	Site (Inherited from Control.)
	Size (Inherited from Form.)
	SizeGripStyle (Inherited from Form.)
	StartPosition (Inherited from Form.)
	TabIndex (Inherited from Form.)
	TabStop (Inherited from Form.)
	Tag (Inherited from Control.)
	Text (Inherited from

[Form.\)](#)

	Title	Gets or sets the Text title property.
	Top	(Inherited from Control .)
	TopLevel	(Inherited from Form .)
	TopLevelControl	(Inherited from Control .)
	TopMost	(Inherited from Form .)
	TransparencyKey	(Inherited from Form .)
	UseWaitCursor	(Inherited from Control .)
	VerticalScroll	(Inherited from ScrollableControl .)
	Visible	(Inherited from Control .)
	VScroll	(Inherited from ScrollableControl .)
	Width	(Inherited from Control .)
	WindowState	(Inherited from Form .)
	WindowTarget	(Inherited from

[Control.\)](#)

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▲ See Also

Reference

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorCanEncrypt Property

Gets whether an EncryptionKey property is set and the length is greater than zero.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public bool CanEncrypt { get; }
```

Property Value

Type: [Boolean](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDirty Property

Gets or sets if the document has changed.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public bool Dirty { get; set; }
```

Property Value

Type: [Boolean](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDisplayMode Property

Gets or sets how the editor window is setup.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniEditorDisplayModes DisplayMode { get; set;
```

Property Value

Type: [IniEditorDisplayModes](#)

► Remarks

There are two options available for this property; Standalone and Dialog. When the Standalone option is selected, a tool bar is shown with the buttons New, Open and Save. When the Dialog option is shown, the tool bar is hidden and OK and Cancel button is shown at the bottom of the window.

► See Also

Reference

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDocument Property

Gets or sets the [IniDocument](#) that is being viewed.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniDocument Document { get; set; }
```

Property Value

Type: [IniDocument](#)

► See Also

Reference

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDocumentPath Property

Gets or sets the file path to a INI file. This is only used in Standalone mode.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public string DocumentPath { get; set; }
```

Property Value

Type: [String](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorEncryptionHandler Property

Get or set the [IEncryptionHandler](#) to use. This is mostly used while in [Standalone](#) but can be used to change the handler for an existing [IniDocument](#).

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IEncryptionHandler EncryptionHandler { get
```



Property Value

Type: [IEncryptionHandler](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorPrivileges Property

Gets or sets the user privileges of the editor.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public EditorPrivileges Privileges { get; set; }
```

Property Value

Type: [EditorPrivileges](#)

► See Also

Reference

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorTitle Property

Gets or sets the Text title property.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public string Title { get; set; }
```

Property Value

Type: [String](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditor Methods

The [IniEditor](#) type exposes the following members.

▪ Methods

Name	Description
AccessibilityNotifyClients(AccessibleEvents, Int32)	(Inherited from Control)
AccessibilityNotifyClients(AccessibleEvents, Int32, Int32)	(Inherited from Control)
Activate	(Inherited from Control)
ActivateMdiChild	(Inherited from Control)
AddOwnedForm	(Inherited from Control)
AdjustFormScrollbars	(Inherited from Control)
ApplyAutoScaling	Obsolete. (Inherited from Form .)
BeginInvoke(Delegate)	(Inherited from Control)
BeginInvoke(Delegate, Object)	(Inherited from Control)
BringToFront	(Inherited from Control)
CenterToParent	(Inherited from Control)
CenterToScreen	(Inherited from Control)
Close	(Inherited from Control)

≡	Contains	(Inherited from Object)
≡	CreateAccessibilityInstance	(Inherited from Control)
≡	CreateControl	(Inherited from Control)
≡	CreateControlsInstance	(Inherited from Control)
≡	CreateGraphics	(Inherited from Control)
≡	CreateHandle	(Inherited from Control)
≡	CreateObjRef	(Inherited from MarshalByRefObject)
≡	DefWndProc	(Inherited from Control)
≡	DestroyHandle	(Inherited from Control)
≡	Dispose	(Inherited from Component .)
≡	Dispose(Boolean)	Clean up any resources being used. (Overrides Form.Dispose(Boolean))
≡	DoDragDrop	(Inherited from Control)
≡	DrawToBitmap	(Inherited from Control)
≡	EndInvoke	(Inherited from Control)
≡	Equals	(Inherited from Object)
≡	Finalize	(Inherited from Component .)
≡		

	FindForm	(Inherited from Control)
≡	Focus	(Inherited from Control)
💡	GetAccessibilityObjectById	(Inherited from Control)
💡	GetAutoSizeMode	(Inherited from Control)
≡	GetChildAtPoint(Point)	(Inherited from Control)
≡	GetChildAtPoint(Point, GetChildAtPointSkip)	(Inherited from Control)
≡	GetContainerControl	(Inherited from Control)
≡	GetHashCode	(Inherited from Object)
≡	GetLifetimeService	(Inherited from MarshalByRefObject)
≡	GetNextControl	(Inherited from Control)
≡	GetPreferredSize	(Inherited from Control)
💡	GetScaledBounds	(Inherited from Control)
💡	GetScrollState	(Inherited from ScrollableControl)
💡	GetService	(Inherited from Component .)
💡	GetStyle	(Inherited from Control)
💡	GetTopLevel	(Inherited from Control)
≡	GetType	(Inherited from Object)
≡	Hide	(Inherited from Control)

≡	InitializeLifetimeService	(Inherited from MarshalByRefObject)
≡	InitLayout	(Inherited from Control)
≡	Invalidate	(Inherited from Control)
≡	Invalidate(Region)	(Inherited from Control)
≡	Invalidate(Boolean)	(Inherited from Control)
≡	Invalidate(Rectangle)	(Inherited from Control)
≡	Invalidate(Region, Boolean)	(Inherited from Control)
≡	Invalidate(Rectangle, Boolean)	(Inherited from Control)
≡	Invoke(Delegate)	(Inherited from Control)
≡	Invoke(Delegate, Object)	(Inherited from Control)
≡	InvokeGotFocus	(Inherited from Control)
≡	InvokeLostFocus	(Inherited from Control)
≡	InvokeOnClick	(Inherited from Control)
≡	InvokePaint	(Inherited from Control)
≡	InvokePaintBackground	(Inherited from Control)
≡	IsInputChar	(Inherited from Control)
≡	IsInputKey	(Inherited from Control)
≡	LayoutMdi	(Inherited from Control)
≡	LoadDocument	Loads an IniFile .

💡	MemberwiseClone	(Inherited from Object)
💡	MemberwiseClone(Boolean)	(Inherited from MarshalByRefObject)
💡	NotifyInvalidate	(Inherited from Control)
💡	OnActivated	(Inherited from Control)
💡	OnAutoSizeChanged	(Inherited from Control)
💡	OnAutoValidateChanged	(Inherited from ContainerControl)
💡	OnBackColorChanged	(Inherited from Control)
💡	OnBackgroundImageChanged	(Inherited from Control)
💡	OnBackgroundImageLayoutChanged	(Inherited from Control)
💡	OnBindingContextChanged	(Inherited from Control)
💡	OnCausesValidationChanged	(Inherited from Control)
💡	OnChangeUICues	(Inherited from Control)
💡	OnClick	(Inherited from Control)
💡	OnClientSizeChanged	(Inherited from Control)
💡	OnClosed	(Inherited from Form)
💡	OnClosing	(Inherited from Form)
💡	OnContextMenuChanged	(Inherited from Control)
💡	OnContextMenuStripChanged	(Inherited from Control)
💡	OnControlAdded	(Inherited from Control)

💡	OnControlRemoved	(Inherited from Control)
💡	OnCreateControl	(Inherited from Control)
💡	OnCursorChanged	(Inherited from Control)
💡	OnDeactivate	(Inherited from Control)
💡	OnDirtyChanged	This method is called when the Dirty property is modified.
💡	OnDisplayModeChanged	This method is called when the DisplayMode property is modified.
💡	OnDockChanged	(Inherited from Control)
💡	OnDoubleClick	(Inherited from Control)
💡	OnDragDrop	(Inherited from Control)
💡	OnDragEnter	(Inherited from Control)
💡	OnDragLeave	(Inherited from Control)
💡	OnDragOver	(Inherited from Control)
💡	OnEnabledChanged	(Inherited from Control)
💡	OnEnter	(Inherited from Control)
💡	OnFontChanged	(Inherited from Control)
💡	OnForeColorChanged	(Inherited from Control)
💡	OnFormClosed	(Inherited from Form)
💡	OnFormClosing	(Inherited from Form)

💡	OnGiveFeedback	(Inherited from)
💡	OnGotFocus	(Inherited from)
💡	OnHandleCreated	(Inherited from)
💡	OnHandleDestroyed	(Inherited from)
💡	OnHelpButtonClicked	(Inherited from)
💡	OnHelpRequested	(Inherited from)
💡	OnImeModeChanged	(Inherited from)
💡	OnInputLanguageChanged	(Inherited from)
💡	OnInputLanguageChanging	(Inherited from)
💡	OnInvalidated	(Inherited from)
💡	OnKeyDown	(Inherited from)
💡	OnKeyPress	(Inherited from)
💡	OnKeyUp	(Inherited from)
💡	OnLayout	(Inherited from)
💡	OnLeave	(Inherited from)
💡	OnLoad	(Inherited from)
💡	OnLocationChanged	(Inherited from)
💡	OnLostFocus	(Inherited from)
💡	OnMarginChanged	(Inherited from)
💡	OnMaximizedBoundsChanged	(Inherited from)

💡	OnMaximumSizeChanged	(Inherited from Control)
💡	OnMdiChildActivate	(Inherited from Control)
💡	OnMenuComplete	(Inherited from Control)
💡	OnMenuStart	(Inherited from Control)
💡	OnMinimumSizeChanged	(Inherited from Control)
💡	OnMouseCaptureChanged	(Inherited from Control)
💡	OnMouseClicked	(Inherited from Control)
💡	OnMouseDoubleClick	(Inherited from Control)
💡	OnMouseDown	(Inherited from Control)
💡	OnMouseEnter	(Inherited from Control)
💡	OnMouseHover	(Inherited from Control)
💡	OnMouseLeave	(Inherited from Control)
💡	OnMouseMove	(Inherited from Control)
💡	OnMouseUp	(Inherited from Control)
💡	OnMouseWheel	(Inherited from Control and ScrollableControl)
💡	OnMove	(Inherited from Control)
💡	OnNotifyMessage	(Inherited from Control)
💡	OnPaddingChanged	(Inherited from Control and ScrollableControl)
💡	OnPaint	(Inherited from Control)

💡	OnPaintBackground	(Inherited from ScrollableControl)
💡	OnParentBackColorChanged	(Inherited from Control)
💡	OnParentBackgroundImageChanged	(Inherited from Control)
💡	OnParentBindingContextChanged	(Inherited from Control)
💡	OnParentChanged	(Inherited from ContainerControl)
💡	OnParentCursorChanged	(Inherited from Control)
💡	OnParentEnabledChanged	(Inherited from Control)
💡	OnParentFontChanged	(Inherited from Control)
💡	OnParentForeColorChanged	(Inherited from Control)
💡	OnParentRightToLeftChanged	(Inherited from Control)
💡	OnParentVisibleChanged	(Inherited from Control)
💡	OnPreviewKeyDown	(Inherited from Control)
💡	OnPrint	(Inherited from Control)
💡	OnQueryContinueDrag	(Inherited from Control)
💡	OnRegionChanged	(Inherited from Control)
💡	OnResize	(Inherited from Control)
💡	OnResizeBegin	(Inherited from Control)
💡	OnResizeEnd	(Inherited from Control)
💡	OnRightToLeftChanged	(Inherited from Control)

ScrollableControl

💡	OnRightToLeftLayoutChanged	(Inherited from Control)
💡	OnScroll	(Inherited from ScrollableControl)
💡	OnShown	(Inherited from Control)
💡	OnSizeChanged	(Inherited from Control)
💡	OnStyleChanged	(Inherited from Control)
💡	OnSystemColorsChanged	(Inherited from Control)
💡	OnTabIndexChanged	(Inherited from Control)
💡	OnTabStopChanged	(Inherited from Control)
💡	OnTextChanged	(Inherited from Control)
💡	OnValidated	(Inherited from Control)
💡	OnValidating	(Inherited from Control)
💡	OnVisibleChanged	(Inherited from Control)
≡💡	OpenDocument	Opens a INI configuration file.
≡💡	PerformAutoScale	(Inherited from ContainerControl)
≡💡	PerformLayout	(Inherited from Control)
≡💡	PerformLayout(Control, String)	(Inherited from Control)
≡💡	PointToClient	(Inherited from Control)
≡💡		

	PointToScreen	(Inherited from Control)
≡	PreProcessControlMessage	(Inherited from Control)
≡	PreProcessMessage	(Inherited from Control)
💡	ProcessCmdKey	(Inherited from Control)
💡	ProcessDialogChar	(Inherited from Control)
💡	ProcessDialogKey	(Inherited from Control)
💡	ProcessKeyEventArgs	(Inherited from Control)
💡	ProcessKeyMessage	(Inherited from Control)
💡	ProcessKeyPreview	(Inherited from Control)
💡	ProcessMnemonic	(Inherited from Control)
💡	ProcessTabKey	(Inherited from Control)
💡	RaiseDragEvent	(Inherited from Control)
💡	RaiseKeyEvent	(Inherited from Control)
💡	RaiseMouseEvent	(Inherited from Control)
💡	RaisePaintEvent	(Inherited from Control)
💡	RecreateHandle	(Inherited from Control)
≡	RectangleToClient	(Inherited from Control)
≡	RectangleToScreen	(Inherited from Control)
≡	Refresh	(Inherited from Control)
≡	RemoveOwnedForm	(Inherited from Control)

≡	ResetBackColor	(Inherited from Control)
≡	ResetBindings	(Inherited from Control)
≡	ResetCursor	(Inherited from Control)
≡	ResetFont	(Inherited from Control)
≡	ResetForeColor	(Inherited from Control)
≡	ResetImeMode	(Inherited from Control)
💡	ResetMouseEventArgs	(Inherited from Control)
≡	ResetRightToLeft	(Inherited from Control)
≡	ResetText	(Inherited from Control)
≡	ResumeLayout	(Inherited from Control)
≡	ResumeLayout(Boolean)	(Inherited from Control)
💡	RtlTranslateAlignment(HorizontalAlignment)	(Inherited from Control)
💡	RtlTranslateAlignment(LeftRightAlignment)	(Inherited from Control)
💡	RtlTranslateAlignment(ContentAlignment)	(Inherited from Control)
💡	RtlTranslateContent	(Inherited from Control)
💡	RtlTranslateHorizontal	(Inherited from Control)
💡	RtlTranslateLeftRight	(Inherited from Control)
≡	Scale(Single)	Obsolete. (Inherited from Control)
≡	Scale(SizeF)	(Inherited from Control)
≡		

	Scale(Single, Single)	Obsolete. (Inherited from Control)
💡	ScaleControl	(Inherited from Control)
💡	ScaleCore	(Inherited from Control)
💡	ScrollControlIntoView	(Inherited from ScrollableControl)
💡	ScrollToControl	(Inherited from ScrollableControl)
💡	Select	(Inherited from Control)
💡	Select(Boolean, Boolean)	(Inherited from Control)
💡	SelectNextControl	(Inherited from Control)
💡	SendToBack	(Inherited from Control)
💡	SetAutoScrollMargin	(Inherited from ScrollableControl)
💡	SetAutoSizeMode	(Inherited from Control)
💡	SetBounds(Int32, Int32, Int32, Int32)	(Inherited from Control)
💡	SetBounds(Int32, Int32, Int32, Int32, BoundsSpecified)	(Inherited from Control)
💡	SetBoundsCore	(Inherited from Control)
💡	SetClientSizeCore	(Inherited from Control)
💡	SetDesktopBounds	(Inherited from Control)
💡	SetDesktopLocation	(Inherited from Control)

💡	SetDisplayRectLocation	(Inherited from ScrollableControl)
💡	SetScrollState	(Inherited from ScrollableControl)
💡	SetStyle	(Inherited from Control)
💡	SetTopLevel	(Inherited from Control)
💡	SetVisibleCore	(Inherited from Control)
≡💡	Show	(Inherited from Control)
≡💡	Show(IWin32Window)	(Inherited from Control)
≡💡	ShowDialog	(Inherited from Control)
≡💡	ShowDialog(IWin32Window)	(Inherited from Control)
💡	SizeFromClientSize	(Inherited from Control)
≡💡	SuspendLayout	(Inherited from Control)
≡💡	ToString	(Inherited from Object)
≡💡	Update	(Inherited from Control)
💡	UpdateBounds	(Inherited from Control)
💡	UpdateBounds(Int32, Int32, Int32, Int32)	(Inherited from Control)
💡	UpdateBounds(Int32, Int32, Int32, Int32, Int32, Int32)	(Inherited from Control)
💡	UpdateDefaultButton	(Inherited from Control)
💡	UpdateStyles	(Inherited from Control)
💡		

	UpdateZOrder	(Inherited from Control)
≡	Validate	(Inherited from ContainerControl)
≡	Validate(Boolean)	(Inherited from ContainerControl)
≡	ValidateChildren	(Inherited from Control)
≡	ValidateChildren(ValidationConstraints)	(Inherited from Control)
💡	WndProc	(Inherited from Control)

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See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDispose Method

► Overload List

	Name	Description
≡	Dispose	(Inherited from Component .)
💡	Dispose(Boolean)	Clean up any resources being used. (Overrides Form.Dispose(Boolean) .)

[Top](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDispose Method (Boolean)

Clean up any resources being used.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected override void Dispose(  
    bool disposing  
)
```

Parameters

disposing

Type: [System.Boolean](#)

true if managed resources should be disposed; otherwise, false.

► See Also

[Reference](#)

[IniEditor Class](#)

[Dispose Overload](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorLoadDocument Method

Loads an [IniDocument](#).

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void LoadDocument(  
    IniDocument iniDocument  
)
```

Parameters

iniDocument

Type: [TG.INI.IniDocument](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorOnDirtyChanged Method

This method is invoked when the [Dirty](#) property is modified.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public virtual void OnDirtyChanged()
```

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorOnDisplayModeChanged Method

This method is invoked when the [DisplayMode](#) property is modified.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public virtual void OnDisplayModeChanged()
```

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorOpenDocument Method

Opens a INI document from file.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void OpenDocument(  
    string path  
)
```

Parameters

path

Type: [SystemString](#)

The file path do the document.

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditor Events

The [IniEditor](#) type exposes the following members.

Events

Name	Description
 Activated	(Inherited from Form .)
 AutoSizeChanged	(Inherited from Form .)
 AutoValidateChanged	(Inherited from Form .)
 BackColorChanged	(Inherited from Control .)
 BackgroundImageChanged	(Inherited from Control .)
 BackgroundImageLayoutChanged	(Inherited from Control .)
 BindingContextChanged	(Inherited from Control .)
 CausesValidationChanged	(Inherited from Control .)
 ChangeUICues	(Inherited from Control .)
	

	Click	(Inherited from Control.)
⚡	ClientSizeChanged	(Inherited from Control.)
⚡	Closed	(Inherited from Form.)
⚡	Closing	(Inherited from Form.)
⚡	ContextMenuChanged	(Inherited from Control.)
⚡	ContextMenuStripChanged	(Inherited from Control.)
⚡	ControlAdded	(Inherited from Control.)
⚡	ControlRemoved	(Inherited from Control.)
⚡	CursorChanged	(Inherited from Control.)
⚡	Deactivate	(Inherited from Form.)
⚡	DirtyChanged	This event is invoked when the Dirty property is changed.
⚡	DisplayModeChanged	This event is invoked when the DisplayMode

property is
changed.

⚡	Disposed	(Inherited from Component.)
⚡	DockChanged	(Inherited from Control.)
⚡	DoubleClick	(Inherited from Control.)
⚡	DragDrop	(Inherited from Control.)
⚡	DragEnter	(Inherited from Control.)
⚡	DragLeave	(Inherited from Control.)
⚡	DragOver	(Inherited from Control.)
⚡	EnabledChanged	(Inherited from Control.)
⚡	Enter	(Inherited from Control.)
⚡	FontChanged	(Inherited from Control.)
⚡	ForeColorChanged	(Inherited from Control.)
⚡	FormClosed	(Inherited from Form.)

⚡	FormClosing	(Inherited from Form.)
⚡	GiveFeedback	(Inherited from Control.)
⚡	GotFocus	(Inherited from Control.)
⚡	HandleCreated	(Inherited from Control.)
⚡	HandleDestroyed	(Inherited from Control.)
⚡	HelpButtonClicked	(Inherited from Form.)
⚡	HelpRequested	(Inherited from Control.)
⚡	ImeModeChanged	(Inherited from Control.)
⚡	InputLanguageChanged	(Inherited from Form.)
⚡	InputLanguageChanging	(Inherited from Form.)
⚡	Invalidate	(Inherited from Control.)
⚡	KeyDown	(Inherited from Control.)
⚡	KeyPress	(Inherited from Control.)

⚡	KeyUp	(Inherited from Control.)
⚡	Layout	(Inherited from Control.)
⚡	Leave	(Inherited from Control.)
⚡	Load	(Inherited from Form.)
⚡	LocationChanged	(Inherited from Control.)
⚡	LostFocus	(Inherited from Control.)
⚡	MarginChanged	(Inherited from Form.)
⚡	MaximizedBoundsChanged	(Inherited from Form.)
⚡	MaximumSizeChanged	(Inherited from Form.)
⚡	MdiChildActivate	(Inherited from Form.)
⚡	MenuComplete	(Inherited from Form.)
⚡	MenuStart	(Inherited from Form.)
⚡	MinimumSizeChanged	(Inherited from Form.)

⚡	MouseCaptureChanged	(Inherited from Control.)
⚡	MouseClick	(Inherited from Control.)
⚡	MouseDoubleClick	(Inherited from Control.)
⚡	MouseDown	(Inherited from Control.)
⚡	MouseEnter	(Inherited from Control.)
⚡	MouseHover	(Inherited from Control.)
⚡	MouseLeave	(Inherited from Control.)
⚡	MouseMove	(Inherited from Control.)
⚡	MouseUp	(Inherited from Control.)
⚡	MouseWheel	(Inherited from Control.)
⚡	Move	(Inherited from Control.)
⚡	PaddingChanged	(Inherited from Control.)
⚡	Paint	(Inherited from Control.)

⚡	ParentChanged	(Inherited from Control.)
⚡	PreviewKeyDown	(Inherited from Control.)
⚡	QueryAccessibilityHelp	(Inherited from Control.)
⚡	QueryContinueDrag	(Inherited from Control.)
⚡	RegionChanged	(Inherited from Control.)
⚡	Resize	(Inherited from Control.)
⚡	ResizeBegin	(Inherited from Form.)
⚡	ResizeEnd	(Inherited from Form.)
⚡	RightToLeftChanged	(Inherited from Control.)
⚡	RightToLeftLayoutChanged	(Inherited from Form.)
⚡	Scroll	(Inherited from ScrollableControl.)
⚡	Shown	(Inherited from Form.)
⚡	SizeChanged	(Inherited from Control.)

⚡	StyleChanged	(Inherited from Control.)
⚡	SystemColorsChanged	(Inherited from Control.)
⚡	TabIndexChanged	(Inherited from Form.)
⚡	TabStopChanged	(Inherited from Form.)
⚡	TextChanged	(Inherited from Control.)
⚡	Validated	(Inherited from Control.)
⚡	Validating	(Inherited from Control.)
⚡	VisibleChanged	(Inherited from Control.)

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See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDirtyChanged Event

This event is invoked when the [Dirty](#) property is changed.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public event EventHandler DirtyChanged
```

Value

Type: [System.EventHandler](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDisplayModeChanged Event

This event is invoked when the [DisplayStyle](#) property is changed.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public event EventHandler DisplayModeChanged
```

Value

Type: [SystemEventHandler](#)

► See Also

[Reference](#)

[IniEditor Class](#)

[TG.INI.Controls Namespace](#)

TG.INI



IniEditorDisplayModes Enumeration

Represents modes of the GUI.

Namespace: [TG.INI.Controls](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public enum DisplayModes
```

► Members

Member name	Value	Description
Standalone	0	This will cause a top tool bar to be shown that includes a New, Open and Save button.
Dialog	1	This will hide the top tool bar and show an Ok and Cancel button at the bottom of the window.

► See Also

[Reference](#)

[TG.INI.Controls Namespace](#)

TG.INI



TG.INI.Encryption Namespace

[Missing <summary> documentation for "N:tg.ini.encryption"]

► Classes

	Class	Description
	IniRijndaelEncryption	Provides Rijndael encryption.

► Interfaces

	Interface	Description
	IEncryptionHandler	An interface for handling encryption.

TG.INI



IEncryptionHandler Interface

An interface for handling encryption.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public interface IEncryptionHandler : IDisposable
```

The **IEncryptionHandler** type exposes the following members.

► Methods

	Name	Description
≡	Decrypt	Decrypts a byte array to a byte array.
≡	DecryptBase64	Decrypts a base64 string to an unencrypted Unicode string.
≡	DecryptBase64ToByte	Decrypts a base64 string to an unencrypted byte array.
≡	DecryptToString	Decrypts byte array to a Unicode string.
≡	Dispose	(Inherited from IDisposable .)

≡♥	Encrypt(Byte)	Encrypts a byte array to a byte array.
≡♥	Encrypt(String)	Encrypts text to a byte array.
≡♥	EncryptBase64(Byte)	Encrypts a byte array to a base64 string.
≡♥	EncryptBase64(String)	Encrypts text to a base64 string.

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▲ See Also

Reference

[TG.INI.Encryption Namespace](#)

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IEncryptionHandler Methods

The [IEncryptionHandler](#) type exposes the following members.

▪ Methods

Name	Description
Decrypt	Decrypts a byte array to a byte array.
DecryptBase64	Decrypts a base64 string to an unencrypted Unicode string.
DecryptBase64ToByte	Decrypts a base64 string to an unencrypted byte array.
DecryptToString	Decrypts byte array to a Unicode string.
Dispose	(Inherited from IDisposable .)
Encrypt(Byte)	Encrypts a byte array to a byte array.
Encrypt(String)	Encrypts text to a byte array.
EncryptBase64(Byte)	Encrypts a byte array to a base64 string.
EncryptBase64(String)	Encrypts text to a base64

string.

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► See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerDecrypt Method

Decrypts a byte array to a byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
byte[] Decrypt(  
    byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

A byte array to decrypt.

Return Value

Type: [Byte](#)

Unencrypted byte array.

► See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerDecryptBase64 Method

Decrypts a base64 string to an unencrypted Unicode string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
string DecryptBase64(  
    string base64  
)
```

Parameters

base64

Type: [System.String](#)

Base64 string to decrypt.

Return Value

Type: [String](#)

Unencrypted string.

► See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerDecryptBase64ToByte Method

Decrypts a base64 string to an unencrypted byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
byte[] DecryptBase64ToByte(  
    string base64  
)
```

Parameters

base64

Type: [System.String](#)

Base64 string to decrypt.

Return Value

Type: [Byte](#)

Unencrypted byte array.

► See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerDecryptToString Method

Decrypts byte array to a Unicode string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
string DecryptToString(  
    byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

The byte data to decrypt.

Return Value

Type: [String](#)

Unencrypted string.

► See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerEncrypt Method

▪ Overload List

Name	Description
 Encrypt(Byte)	Encrypts a byte array to a byte array.
 Encrypt(String)	Encrypts text to a byte array.

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▪ See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerEncrypt Method (Byte)

Encrypts a byte array to a byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
byte[] Encrypt(  
    byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

A byte array to encrypt.

Return Value

Type: [Byte](#)

Encrypted byte array.

► See Also

[Reference](#)

[IEncryptionHandler Interface](#)

[Encrypt Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerEncrypt Method (String)

Encrypts text to a byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
byte[] Encrypt(  
    string text  
)
```

Parameters

text

Type: [System.String](#)

The string of text to encrypt.

Return Value

Type: [Byte](#)

Encrypted byte array.

► See Also

Reference

[IEncryptionHandler Interface](#)

[Encrypt Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerEncryptBase64 Method

▪ Overload List

Name	Description
 EncryptBase64(Byte)	Encrypts a byte array to a base64 string.
 EncryptBase64(String)	Encrypts text to a base64 string.

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▪ See Also

Reference

[IEncryptionHandler Interface](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerEncryptBase64 Method (Byte)

Encrypts a byte array to a base64 string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
string EncryptBase64(  
    byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

A byte array to encrypt.

Return Value

Type: [String](#)

Encrypted base64 string.

► See Also

Reference

[IEncryptionHandler Interface](#)

[EncryptBase64 Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IEncryptionHandlerEncryptBase64 Method (String)

Encrypts text to a base64 string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
string EncryptBase64(  
    string text  
)
```

Parameters

text

Type: [System.String](#)

The string of text to encrypt.

Return Value

Type: [String](#)

Encrypted base64 string.

► See Also

Reference

[IEncryptionHandler Interface](#)

[EncryptBase64 Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryption Class

Provides [Rijndael](#) encryption.

► Inheritance Hierarchy

[SystemObject](#) [TG.INI.Encryption](#)[IniRijndaelEncryption](#)

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public class IniRijndaelEncryption : IEncryption
    IDisposable
```

The [IniRijndaelEncryption](#) type exposes the following members.

► Constructors

Name	Description
IniRijndaelEncryption(Byte)	Creates an instance of IniRijndaelEncryption .
IniRijndaelEncryption(String)	Creates an instance of IniRijndaelEncryption .

[Top](#)

Properties

	Name	Description
	EncryptionKey	Gets the encryption key value currently set.

[Top](#)

Methods

	Name	Description
	Decrypt	Decrypts a byte array to a byte array.
	DecryptBase64	Decrypts a base64 string to an unencrypted Unicode string.
	DecryptBase64ToByte	Decrypts a base64 string to an unencrypted byte array.
	DecryptToString	Decrypts byte array to a Unicode string.
	Dispose	Disposes the Crypto class.
	Encrypt(Byte)	Encrypts a byte array to a byte array.
	Encrypt(String)	Encrypts text to a byte array.
	EncryptBase64(Byte)	Encrypts a byte array to

a base64 string.

≡	EncryptBase64(String)	Encrypts text to a base64 string.
≡	EncryptionKeyAsString	Returns the EncryptionKey as a UTF8 string.
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

[Top](#)

▲ See Also

[Reference](#)
[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryption Constructor

► Overload List

Name	Description
 IniRijndaelEncryption(Byte)	Creates an instance of IniRijndaelEncryption .
 IniRijndaelEncryption(String)	Creates an instance of IniRijndaelEncryption .

[Top](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryption Constructor (Byte)

Creates an instance of [IniRijndaelEncryption](#).

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public IniRijndaelEncryption(  
    byte[] key  
)
```

Parameters

key

Type: [SystemByte](#)

The key, no larger than 32 bytes, to use during encryption and decryption.

► See Also

Reference

[IniRijndaelEncryption Class](#)

[IniRijndaelEncryption Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryption Constructor (String)

Creates an instance of [IniRijndaelEncryption](#).

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniRijndaelEncryption(  
    string key  
)
```

Parameters

key

Type: [System.String](#)

The key to use during encryption and decryption.

► See Also

Reference

[IniRijndaelEncryption Class](#)

[IniRijndaelEncryption Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryption Properties

The [IniRijndaelEncryption](#) type exposes the following members.

Properties

	Name	Description
	EncryptionKey	Gets the encryption key value currently set.

[Top](#)

See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncryptionKey Property

Gets the encryption key value currently set.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public byte[] EncryptionKey { get; }
```

Property Value

Type: [Byte](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryption Methods

The [IniRijndaelEncryption](#) type exposes the following members.

▪ Methods

Name	Description
Decrypt	Decrypts a byte array to a byte array.
DecryptBase64	Decrypts a base64 string to an unencrypted Unicode string.
DecryptBase64ToByte	Decrypts a base64 string to an unencrypted byte array.
DecryptToString	Decrypts byte array to a Unicode string.
Dispose	Disposes the Crypto class.
Encrypt(Byte)	Encrypts a byte array to a byte array.
Encrypt(String)	Encrypts text to a byte array.
EncryptBase64(Byte)	Encrypts a byte array to a base64 string.
EncryptBase64(String)	Encrypts text to a

base64 string.

≡	EncryptionKeyAsString	Returns the EncryptionKey as a UTF8 string.
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Object .)
≡	GetType	(Inherited from Object .)
≡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

[Top](#)

▲ See Also

Reference

[IniRijndaelEncryption Class](#)
[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionDecrypt Method

Decrypts a byte array to a byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public byte[] Decrypt(  
                      byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

A byte array to decrypt.

Return Value

Type: [Byte](#)

Unencrypted byte array.

Implements

[IEncryptionHandlerDecrypt\(Byte\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionDecryptBase64 Method

Decrypts a base64 string to an unencrypted Unicode string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string DecryptBase64(  
    string base64  
)
```

Parameters

base64

Type: [System.String](#)

Base64 string to decrypt.

Return Value

Type: [String](#)

Unencrypted string.

Implements

[IEncryptionHandlerDecryptBase64\(String\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionDecryptBase64 Method

Decrypts a base64 string to an unencrypted byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public byte[] DecryptBase64ToByte(  
    string base64  
)
```

Parameters

base64

Type: [System.String](#)

Base64 string to decrypt.

Return Value

Type: [Byte](#)

Unencrypted byte array.

Implements

[IEncryptionHandlerDecryptBase64ToByte\(String\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionDecryptToString Method

Decrypts byte array to a Unicode string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string DecryptToString(  
    byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

The byte data to decrypt.

Return Value

Type: [String](#)

Unencrypted string.

Implements

[IEncryptionHandlerDecryptToString\(Byte\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionDispose Method

Disposes the Crypto class.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public void Dispose()
```

Implements

[IDisposable.Dispose](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncrypt Method

▪ Overload List

Name	Description
≡ Encrypt(Byte)	Encrypts a byte array to a byte array.
≡ Encrypt(String)	Encrypts text to a byte array.

[Top](#)

▪ See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncrypt Method (Byte)

Encrypts a byte array to a byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public byte[] Encrypt(  
                      byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

A byte array to encrypt.

Return Value

Type: [Byte](#)

Encrypted byte array.

Implements

[IEncryptionHandlerEncrypt\(Byte\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[Encrypt Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncrypt Method (String)

Encrypts text to a byte array.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public byte[] Encrypt(  
    string text  
)
```

Parameters

text

Type: [System.String](#)

The string of text to encrypt.

Return Value

Type: [Byte](#)

Encrypted byte array.

Implements

[IEncryptionHandlerEncrypt\(String\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[Encrypt Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncryptBase64 Method

▪ Overload List

Name	Description
 EncryptBase64(Byte)	Encrypts a byte array to a base64 string.
 EncryptBase64(String)	Encrypts text to a base64 string.

[Top](#)

▪ See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncryptBase64 Method (Byte)

Encrypts a byte array to a base64 string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string EncryptBase64(  
    byte[] bytes  
)
```

Parameters

bytes

Type: [SystemByte](#)

A byte array to encrypt.

Return Value

Type: [String](#)

Encrypted base64 string.

Implements

[IEncryptionHandlerEncryptBase64\(Byte\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[EncryptBase64 Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncryptBase64 Method (String)

Encrypts text to a base64 string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string EncryptBase64(  
    string text  
)
```

Parameters

text

Type: [System.String](#)

The string of text to encrypt.

Return Value

Type: [String](#)

Encrypted base64 string.

Implements

[IEncryptionHandlerEncryptBase64\(String\)](#)

► See Also

Reference

[IniRijndaelEncryption Class](#)

[EncryptBase64 Overload](#)

[TG.INI.Encryption Namespace](#)

TG.INI



IniRijndaelEncryptionEncryptionKey Method

Returns the EncryptionKey as a UTF8 string.

Namespace: [TG.INI.Encryption](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string EncryptionKeyAsString()
```

Return Value

Type: [String](#)

string

► See Also

Reference

[IniRijndaelEncryption Class](#)

[TG.INI.Encryption Namespace](#)

TG.INI



TG.INI.Serialization Namespace

[Missing <summary> documentation for "N:tg.ini.serialization"]

► Classes

Class	Description
 IniEncryptValueAttribute	This attribute instructs the serializer to encrypt the string value.
 IngnorePropertyAttribute	Indicates that a property should be ignored when serializing.
 IniPropertyAttribute	This attribute can be used to indicate that a private property should be serialized or to serialize/deserialize a property as a different name.
 IniQuoteValueAttribute	Tells the serializer to quote the value.
 IniSerialization	Used to serialize simple object to INI and deserialize INI to a simple object.

▪ Interfaces

Interface	Description
→ ISerializer	Interface for serializing and deserializing INI files.

TG.INI



IniEncryptValueAttribute Class

This attribute instructs the serializer to encrypt the string value.

► Inheritance Hierarchy

[SystemObject](#) [SystemAttribute](#)
[TG.INI.Serialization](#)
TG.INI.Serialization.IniEncryptValueAttribute

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public class IniEncryptValueAttribute : Attribute
```

The [IniEncryptValueAttribute](#) type exposes the following members.

► Constructors

	Name	Description
≡	IniEncryptValueAttribute	Initializes a new instance of the IniEncryptValueAttribute class

[Top](#)

► Properties

	Name	Description
--	------	-------------



TypeID

(Inherited from [Attribute](#).)[Top](#)

Methods

	Name	Description
≡	Equals	(Inherited from Attribute .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Attribute .)
≡	GetType	(Inherited from Object .)
≡	IsDefaultAttribute	(Inherited from Attribute .)
≡	Match	(Inherited from Attribute .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

[Top](#)

See Also

[Reference](#)[TG.INI.Serialization Namespace](#)

TG.INI



IniEncryptValueAttribute Constructor

Initializes a new instance of the [IniEncryptValueAttribute](#) class

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniEncryptValueAttribute()
```

► See Also

[Reference](#)

[IniEncryptValueAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniEncryptValueAttribute Properties

The [IniEncryptValueAttribute](#) type exposes the following members.

Properties

	Name	Description
	TypeId	(Inherited from Attribute .)

[Top](#)

See Also

Reference

[IniEncryptValueAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniEncryptValueAttribute Methods

The [IniEncryptValueAttribute](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Attribute .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Attribute .)
≡	GetType	(Inherited from Object .)
≡	IsDefaultAttribute	(Inherited from Attribute .)
≡	Match	(Inherited from Attribute .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

[Top](#)

▪ See Also

Reference

[IniEncryptValueAttribute Class](#)
[TG.INI.Serialization Namespace](#)

TG.INI



IniIgnorePropertyAttribute Class

Indicates that a property should be ignored when serializing.

► Inheritance Hierarchy

SystemObject SystemAttribute
TG.INI.SerializationIniIgnorePropertyAttribute

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public class IniIgnorePropertyAttribute : Attribu
```

The [IniIgnorePropertyAttribute](#) type exposes the following members.

► Constructors

Name	Description
IniIgnorePropertyAttribute	Default constructor where Ignore is true.
IniIgnorePropertyAttribute(Boolean)	Constructor where you define if the property should be

ignored.

[Top](#)

► Properties

	Name	Description
	Ignore	Should the property be ignored.
	TypeId	(Inherited from Attribute .)

[Top](#)

► Methods

	Name	Description
	Equals	(Inherited from Attribute .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Attribute .)
	GetType	(Inherited from Object .)
	IsDefaultAttribute	(Inherited from Attribute .)
	Match	(Inherited from Attribute .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

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► See Also

Reference

TG.INI.Serialization Namespace

TG.INI



InIgnorePropertyAttribute Constructor

► Overload List

Name	Description
 InIgnorePropertyAttribute	Default constructor where Ignore is true.
 InIgnorePropertyAttribute(Boolean)	Constructor where you define if the property should be ignored.

[Top](#)

► See Also

Reference

[InIgnorePropertyAttribute Class](#)
[TG.INI.Serialization Namespace](#)

TG.INI



IniIgnorePropertyAttribute Constructor

Default constructor where `Ignore` is true.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniIgnorePropertyAttribute()
```

► See Also

[Reference](#)

[IniIgnorePropertyAttribute Class](#)

[IniIgnorePropertyAttribute Overload](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniIgnorePropertyAttribute Constructor (Boolean)

Constructor where you define if the property should be ignored.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public IniIgnorePropertyAttribute(  
    bool ignore  
)
```

Parameters

ignore

Type: [System.Boolean](#)

[Missing <param name="ignore"/> documentation for
"M:tg.ini.serialization.inignorepropertyattribute.#ctor(system.boolean)"]

► See Also

Reference

[IniIgnorePropertyAttribute Class](#)

[IniIgnorePropertyAttribute Overload](#)

[TG.INI.Serialization Namespace](#)

TG.INI



InIgnorePropertyAttribute Properties

The [InIgnorePropertyAttribute](#) type exposes the following members.

Properties

	Name	Description
	Ignore	Should the property be ignored.
	TypeId	(Inherited from Attribute .)

[Top](#)

See Also

Reference

[InIgnorePropertyAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



InIgnorePropertyAttribute.Ignore Property

Should the property be ignored.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public bool Ignore { get; }
```

Property Value

Type: [Boolean](#)

► See Also

Reference

[InIgnorePropertyAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



InIgnorePropertyAttribute Methods

The [InIgnorePropertyAttribute](#) type exposes the following members.

▪ Methods

	Name	Description
	Equals	(Inherited from Attribute .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Attribute .)
	GetType	(Inherited from Object .)
	IsDefaultAttribute	(Inherited from Attribute .)
	Match	(Inherited from Attribute .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

▪ See Also

Reference

[InIgnorePropertyAttribute Class](#)
[TG.INI.Serialization Namespace](#)

TG.INI



IniPropertyAttribute Class

This attribute can be used to indicate that a private property should be serialized or to serialize/deserialize a property as a different name.

► Inheritance Hierarchy

[SystemObject](#) [SystemAttribute](#)
[TG.INI.SerializationIniPropertyAttribute](#)

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class IniPropertyAttribute : Attribute
```

The [IniPropertyAttribute](#) type exposes the following members.

► Constructors

	Name	Description
	IniPropertyAttribute	Initializes a new instance of the IniPropertyAttribute class

[Top](#)

► Properties

	Name	Description
	HasPropertyNameOverride	Gets whether the

PropertyNameOverride
has been set with a
value.

	PropertyNameOverride	Gets an overridden property name.
	TypeId	(Inherited from Attribute .)

[Top](#)

◀ Methods

	Name	Description
	Equals	(Inherited from Attribute .)
	Finalize	(Inherited from Object .)
	GetHashCode	(Inherited from Attribute .)
	GetType	(Inherited from Object .)
	IsDefaultAttribute	(Inherited from Attribute .)
	Match	(Inherited from Attribute .)
	MemberwiseClone	(Inherited from Object .)
	ToString	(Inherited from Object .)

[Top](#)

◀ See Also

[Reference](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniPropertyAttribute Constructor

Initializes a new instance of the [IniPropertyAttribute](#) class

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniPropertyAttribute()
```

► See Also

Reference

[IniPropertyAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniPropertyAttribute Properties

The [IniPropertyAttribute](#) type exposes the following members.

Properties

Name	Description
 HasPropertyNameOverride	Gets whether the PropertyNameOverride has been set with a value.
 PropertyNameOverride	Gets an overridden property name.
 TypeId	(Inherited from Attribute .)

[Top](#)

See Also

Reference

[IniPropertyAttribute Class](#)
[TG.INI.Serialization Namespace](#)

TG.INI



IniPropertyAttributeHasPropertyNameOverride

Property

Gets whether the [PropertyNameOverride](#) has been set with a value.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public bool HasPropertyNameOverride { get; }
```

Property Value

Type: [Boolean](#)

► See Also

Reference

[IniPropertyAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniPropertyAttribute.PropertyNameOverride

Gets an overridden property name.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public string PropertyNameOverride { get; }
```

Property Value

Type: [String](#)

► See Also

Reference

[IniPropertyAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniPropertyAttribute Methods

The [IniPropertyAttribute](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Attribute .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Attribute .)
≡	GetType	(Inherited from Object .)
≡	IsDefaultAttribute	(Inherited from Attribute .)
≡	Match	(Inherited from Attribute .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

[Top](#)

▪ See Also

Reference

[IniPropertyAttribute Class](#)
[TG.INI.Serialization Namespace](#)

TG.INI



IniQuoteValueAttribute Class

Tells the serializer to quote the value.

► Inheritance Hierarchy

[SystemObject](#) [SystemAttribute](#)
[TG.INI.SerializationIniQuoteValueAttribute](#)

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class IniQuoteValueAttribute : Attribute
```

The `IniQuoteValueAttribute` type exposes the following members.

► Constructors

	Name	Description
≡	IniQuoteValueAttribute	Initializes a new instance of the <code>IniQuoteValueAttribute</code> class

[Top](#)

► Properties

	Name	Description
≡		

TypeId (Inherited from [Attribute](#).)

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Methods

	Name	Description
≡	Equals	(Inherited from Attribute .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Attribute .)
≡	GetType	(Inherited from Object .)
≡	IsDefaultAttribute	(Inherited from Attribute .)
≡	Match	(Inherited from Attribute .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

[Top](#)

See Also

[Reference](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniQuoteValueAttribute Constructor

Initializes a new instance of the [IniQuoteValueAttribute](#) class

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniQuoteValueAttribute()
```

► See Also

[Reference](#)

[IniQuoteValueAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniQuoteValueAttribute Properties

The [IniQuoteValueAttribute](#) type exposes the following members.

Properties

	Name	Description
	TypeId	(Inherited from Attribute .)

[Top](#)

See Also

Reference

[IniQuoteValueAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniQuoteValueAttribute Methods

The [IniQuoteValueAttribute](#) type exposes the following members.

▪ Methods

	Name	Description
≡	Equals	(Inherited from Attribute .)
💡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from Attribute .)
≡	GetType	(Inherited from Object .)
≡	IsDefaultAttribute	(Inherited from Attribute .)
≡	Match	(Inherited from Attribute .)
💡	MemberwiseClone	(Inherited from Object .)
≡	ToString	(Inherited from Object .)

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▪ See Also

Reference

[IniQuoteValueAttribute Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization Class

Used to serialize simple object to INI and deserialize INI to a simple object.

► Inheritance Hierarchy

[SystemObject](#) [TG.INI.Serialization](#)IniSerialization

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public class IniSerialization : ISerializer
```

The `IniSerialization` type exposes the following members.

► Constructors

	Name	Description
≡	IniSerialization	Initializes a new instance of the <code>IniSerialization</code> class

[Top](#)

► Methods

	Name	Description
≡	DeserializeT	Deserializes the <code>IniDocument</code>

into the provided type.



DeserializeDocumentT

Deserializes the [IniDocument](#) into the provided type.



DeserializeDocumentInto

Deserializes the provided [IniDocument](#) into the obj.



DeserializeInto

Deserializes the provided [IniDocument](#) into the obj.



Equals

(Inherited from [Object](#).)



Finalize

(Inherited from [Object](#).)



GetHashCode

(Inherited from [Object](#).)



GetType

(Inherited from [Object](#).)



MemberwiseClone

(Inherited from [Object](#).)



SerializeObject

Serialize an object into a new [IniDocument](#).

	SerializeObjectInto	Serialize an object into an IniDocument .
 S	SerializeObjectIntoDocument	Serialize an object into an IniDocument .
 S	SerializeObjectToNewDocument	Serialize an object into a new IniDocument .
	ToString	(Inherited from Object .)

[Top](#)

▲ See Also

[Reference](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization Constructor

Initializes a new instance of the [IniSerialization](#) class

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public IniSerialization()
```

► See Also

[Reference](#)

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization Methods

The [IniSerialization](#) type exposes the following members.

▪ Methods

	Name	Description
≡	DeserializeT	Deserializes the IniDocument into the provided type.
≡ S	DeserializeDocumentT	Deserializes the IniDocument into the provided type.
≡ S	DeserializeDocumentInto	Deserializes the provided IniDocument into the obj.
≡	DeserializeInto	Deserializes the provided IniDocument into the obj.
≡	Equals	(Inherited from Object .)
≡	Finalize	(Inherited from Object .)
≡	GetHashCode	(Inherited from

[Object.\)](#)

 	GetType	(Inherited from Object.)
 	MemberwiseClone	(Inherited from Object.)
 	SerializeObject	Serialize an object into a new IniDocument .
 	SerializeObjectInto	Serialize an object into an IniDocument .
 	SerializeObjectIntoDocument	Serialize an object into an IniDocument .
 	SerializeObjectToNewDocument	Serialize an object into a new IniDocument .
 	ToString	(Inherited from Object.)

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▲ See Also

Reference

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.Deserialize<T> Method

Deserializes the [IniDocument](#) into the provided type.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public virtual T Deserialize<T>(  
    IniDocument document  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) containing the values to be applied.

Type Parameters

T

The type of object that should be created and returned.

Return Value

Type: *T*

A new instance of *T* type.

Implements

[ISerializer.Deserialize<T>\(IniDocument\)](#)

► See Also

Reference

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.DeserializeDocument Method

Deserializes the [IniDocument](#) into the provided type.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public static T DeserializeDocument<T>(  
    IniDocument document  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) containing the values to be applied.

Type Parameters

T

The type of object that should be created and returned.

Return Value

Type: *T*

A new instance of *T* type.

► See Also

[Reference](#)

[IniSerialization Class](#)

TG.INI.Serialization Namespace

TG.INI



IniSerialization.DeserializeDocument Method

Deserializes the provided [IniDocument](#) into the obj.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public static void DeserializeDocumentInto(  
    IniDocument document,  
    Object obj  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) to deserialize.

obj

Type: [System.Object](#)

The object to deserialize into.

► See Also

[Reference](#)

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.DeserializeInto Method

Deserializes the provided [IniDocument](#) into the obj.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public virtual void DeserializeInto(  
    IniDocument document,  
    Object obj  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) to deserialize.

obj

Type: [System.Object](#)

The object to deserialize into.

Implements

[ISerializer.DeserializeInto\(IniDocument, Object\)](#)

► See Also

Reference

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.SerializeObject Method

Serialize an object into a new [IniDocument](#).

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public virtual IniDocument SerializeObject(  
    Object obj  
)
```

Parameters

obj

Type: [SystemObject](#)

The object to serialize.

Return Value

Type: [IniDocument](#)

A new instance of [IniDocument](#) containing the key/values of the object's properties.

Implements

[ISerializer.SerializeObject\(Object\)](#)

► See Also

[Reference](#)

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.SerializeObjectInto Method

Serialize an object into an [IniDocument](#).

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

Copy

```
public virtual void SerializeObjectInto(  
    Object obj,  
    IniDocument document  
)
```

Parameters

obj

Type: [SystemObject](#)

The object to serialize.

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) to add the properties and their values into.

Implements

[ISerializer.SerializeObjectInto\(Object, IniDocument\)](#)

► See Also

Reference

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.SerializeObjectIntoDocument Method

Serialize an object into an [IniDocument](#).

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public static void SerializeObjectIntoDocument(  
    Object obj,  
    IniDocument document  
)
```

Parameters

obj

Type: [System.Object](#)

The object to serialize.

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) to add the properties and their values into.

► See Also

Reference

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



IniSerialization.SerializeObjectToNewDoc Method

Serialize an object into a new [IniDocument](#).

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public static IniDocument SerializeObjectToNewDoc  
    Object obj  
)
```

Parameters

obj

Type: [SystemObject](#)

The object to serialize.

Return Value

Type: [IniDocument](#)

A new instance of [IniDocument](#) containing the key/values of the object's properties.

► See Also

Reference

[IniSerialization Class](#)

[TG.INI.Serialization Namespace](#)

TG.INI



ISerializer Interface

Interface for serializing and deserializing INI files.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public interface ISerializer
```

The `ISerializer` type exposes the following members.

► Methods

	Name	Description
≡	DeserializeT	Deserializes the <code>IniDocument</code> into the provided type.
≡	DeserializeInto	Deserializes the provided <code>IniDocument</code> into the obj.
≡	SerializeObject	Serialize an object into a new <code>IniDocument</code> .
≡	SerializeObjectInto	Serialize an object into an <code>IniDocument</code> .

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► See Also

Reference

TG.INI.Serialization Namespace

TG.INI



ISerializer Methods

The [ISerializer](#) type exposes the following members.

▪ Methods

	Name	Description
≡	DeserializeT	Deserializes the IniDocument into the provided type.
≡	DeserializeInto	Deserializes the provided IniDocument into the obj.
≡	SerializeObject	Serialize an object into a new IniDocument .
≡	SerializeObjectInto	Serialize an object into an IniDocument .

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▪ See Also

[Reference](#)

[ISerializer Interface](#)

[TG.INI.Serialization Namespace](#)

TG.INI



ISerializer.Deserialize<T> Method

Deserializes the [IniDocument](#) into the provided type.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
T Deserialize<T>(  
    IniDocument document  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) containing the values to be applied.

Type Parameters

T

The type of object that should be created and returned.

Return Value

Type: *T*

A new instance of T type.

► See Also

[Reference](#)

[ISerializer Interface](#)

[TG.INI.Serialization Namespace](#)

TG.INI



ISerializer.DeserializeInto Method

Deserializes the provided [IniDocument](#) into the obj.

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
void DeserializeInto(  
    IniDocument document,  
    Object obj  
)
```

Parameters

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) to deserialize.

obj

Type: [SystemObject](#)

The object to deserialize into.

► See Also

[Reference](#)

[ISerializer Interface](#)

[TG.INI.Serialization Namespace](#)

TG.INI



ISerializer.SerializeObject Method

Serialize an object into a new [IniDocument](#).

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
IniDocument SerializeObject(  
    Object obj  
)
```

Parameters

obj

Type: [SystemObject](#)

The object to serialize.

Return Value

Type: [IniDocument](#)

A new instance of [IniDocument](#) containing the key/values of the object's properties.

► See Also

[Reference](#)

[ISerializer Interface](#)

[TG.INI.Serialization Namespace](#)

TG.INI



ISerializer.SerializeObjectInto Method

Serialize an object into an [IniDocument](#).

Namespace: [TG.INI.Serialization](#)

Assembly: TG.INI (in TG.INI.dll) Version: 1.2.2.0 (1.2.2.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
void SerializeObjectInto(  
    Object obj,  
    IniDocument document  
)
```

Parameters

obj

Type: [System.Object](#)

The object to serialize.

document

Type: [TG.INI.IniDocument](#)

The [IniDocument](#) to add the properties and their values into.

► See Also

[Reference](#)

[ISerializer Interface](#)

[TG.INI.Serialization Namespace](#)