
Subject: Re: XML , DOM - Modify the tree
Posted by [mirek](#) on Fri, 12 Oct 2007 09:44:37 GMT
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pippo wrote on Fri, 12 October 2007 05:15hallo, I'm a newbe.
I need read a XML file and modify it.

I've seen the addressBookXML2. this example read a file and ,to rewrite it, re-CREATES ALL structure: starts from a new XmlNode object and fill it with Add().
This because function Node(int) returns a const XmlNode object.

But my XML files is very complex and I need modify only 1 value.

Why the dom-generated-tree is read only????
There's a function to modify it?

...Or copy some integer-block (nodes) to another tree, so I can create a new object and fill with copy...

You can use following methods to modify XmlNode:

```
XmlNode&    Add()                { return node.Add(); }  
void        AddText(const String& txt)    { Add().CreateText(txt); }  
int         FindTag(const char *tag) const;  
XmlNode&    Add(const char *tag);  
XmlNode&    GetAdd(const char *tag);  
XmlNode&    operator()(const char *tag)  { return GetAdd(tag); }  
void        Remove(const char *tag);
```

Basically, it is only about using () instead of []...

Mirek
