
Subject: Re: ValueArray behaviour / inconsistantcy / BUG?

Posted by [kohait00](#) on Fri, 22 Oct 2010 11:52:35 GMT

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ValueMap is sure more complicated. i tried it..realizing btw. that Index and ArrayIndex are not Xmlize'able yet. because they dont export API to access the hash separately, so one can't cleanly xmlize it, only under assumption that hashes have been created from the objects them selves; nevertheless, code explains more.

and another bug (dunno, could be): XmlizeMap does not Clear() the container at the beginning, like XmlizeContainer does.

NAMESPACE_ UPP

//old version without preparaton for hashfn awareness

#if 0

template<class T>

void Xmlize(XmlIO xml, Index<T>& data)

```
{
    if(xml.IsStoring())
    {
        XmlizeStore(xml, data.GetKeys()); //FIXME xmlize with hashfn awareness
    }
    if(xml.IsLoading())
    {
        data.Clear();
        Vector<T> keys;
        ::Xmlize(xml, keys); //FIXME dexmlize with hashfn awareness
        data = Index<T>(keys);
    }
}
#endif
```

template<class K, class T>

void XmlizeIndex(XmlIO xml, const char *keytag, const char *valuetag, T& data)

```
{
    if(xml.IsStoring()) {
        for(int i = 0; i < data.GetCount(); i++)
            if(!data.IsUnlinked(i)) {
                //XmlizeStore(xml.Add(keytag), data.GetKey(i)); //FIXME xmlize with hashfn awareness
                XmlizeStore(xml.Add(valuetag), data[i]);
            }
    }
    else {
        data.Clear();
        int i = 0;
    }
}
```

```

//while(i < xml->GetCount() - 1 && xml->Node(i).IsTag(keytag) && xml->Node(i +
1).IsTag(valuetag)) {
while(i < xml->GetCount() && xml->Node(i).IsTag(valuetag)) {
//K key;
//Xmlize(xml.At(i++), key); //FIXME dexmlize with hashfn awareness
K k;
::Xmlize(xml.At(i++), data.Add(k));
}
}
}

```

```

template<class K, class H>
void Xmlize(XmlIO xml, Index<K, H>& data)
{
    XmlizeIndex<K>(xml, "key", "value", data);
}

```

```

template<class K, class H>
void Xmlize(XmlIO xml, ArrayIndex<K, H>& data)
{
    XmlizeIndex<K>(xml, "key", "value", data);
}

```

```

template<> void Xmlize(XmlIO xml, ValueArray& v)
{
    if(xml.IsStoring())
    {
        XmlizeStore(xml, v.Get());
    }
    if(xml.IsLoading())
    {
        Vector<Value> vv;
        ::Xmlize(xml, vv);
        v = ValueArray(vv);
    }
}

```

```

template<> void Xmlize(XmlIO xml, ValueMap& v)
{
    if(xml.IsStoring())
    {
        XmlizeStore(xml, v.GetKeys());
        XmlizeStore(xml, v.GetValues());
    }
    if(xml.IsLoading())
    {
        Index<Value> vv;
        ::Xmlize(xml, vv);
    }
}

```

```
ValueArray va;  
::Xmlize(xml, va);  
ASSERT(vv.GetCount() == va.GetCount());  
ValueMap vm;  
for(int i = 0; i < vv.GetCount(); i++)  
    vm.Add(vv[i], va[i]);  
}  
}  
END_UPP_NAMESPACE
```
