
Subject: Re: ValueArray behaviour / inconsistantcy / BUG?

Posted by [kohait00](#) on Thu, 28 Oct 2010 05:45:50 GMT

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nice addition GetHashCode

just a quick fix:

Xmlize.cpp:258

```
REGISTER_VALUE_XMLIZE(ValueArray);  
REGISTER_VALUE_XMLIZE(ValueMap);
```

//now here comes the changed version for Index xmlize, with hash awareness

Xmlize.h:198

```
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), (int64)data.GetHash(i));  
                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)) {  
            int64 hash;  
            Xmlize(xml.At(i++), hash);  
            K key;  
            Xmlize(xml.At(i++), key);  
            data.Add(key, (unsigned)hash);  
        }  
    }  
}
```