
Subject: Re: XmlNode Copy Constructor
Posted by [h3l1](#) on Tue, 03 Jul 2007 10:51:29 GMT
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Sorry for my ignorance, but I don't actually know what a pick constructor is.

I tried to add a xmlnode to an arraymap with add. With mingw it works, but the ms compiler complains about it doesn't find a matching DeepCopyNew method.

I did the following:
loading an xmlfile and parsing it

```
root=ParseXml(text);  
const XmlNode &node = root[TAG_NAME];  
for (int i = 0; i < node.GetCount(); i++)  
    arraymap.add(node[i].GetTag(), node[i]);
```

Could you please provide an example how to use a pick constructor.

Edit: As far as I read in the manual the pick constructor delivers only an empty and fresh initialized object.

Thanks
Heli
