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Subject: Re: A couple of issues with a test app  
Posted by [mirek](#) on Sat, 05 Jan 2008 10:20:27 GMT  
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Like this:

```
void KanjiFlash::Open()
{
if(!fs.ExecuteOpen()) return;
filename = fs;
lstKanji.Clear();
try {
String s = LoadFile(filename);
XmlParser p(s);
while(!p.IsTag())
p.Skip();
p.PassTag("kanjidic2");
while(!p.End())
if(p.Tag("header"))
while(!p.End()) {
if(p.Tag("file_version"))
lblVer = p.ReadTextE();
else
if(p.Tag("database_version"))
lblDBVer = p.ReadTextE();
else
if(p.Tag("database_version"))
lblDBDate = p.ReadTextE();
else
p.Skip();
}
else
if(p.Tag("character")) {
Kanji kanji;
while(!p.End())
if(p.Tag("literal"))
kanji.Literal(p.ReadTextE());
else
if(p.Tag("misc"))
while(!p.End()) {
if(p.Tag("grade"))
kanji.Grade(StrToInt(p.ReadTextE()));
else
if(p.Tag("stroke_count"))
kanji.StrokeCount(StrToInt(p.ReadTextE()));
else
p.Skip();
}
```

```
        }
    else
        p.Skip();
    lstKanji.Add(RawToValue(kanji));
}
else
    p.Skip();
}
catch(XmlError) {
    Exclamation("Error reading the input file!");
}
}
```

Memory consumption VP 6MB, and a bit faster too (obviously, you do not need to create XmlNode structure).

Mirek

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