Subject: Suggest Xmlize support for Value
Posted by Mindtraveller on Mon, 12 May 2008 22:34:44 GMT
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In the process of mastering U++ XML abilities I`ve met a problem with storing Value variables in XML, also with storing Value vectors and maps. I suggest following code to solve this problem:

```
template<> void Upp::Xmlize(XmlIO xml, Value& v)
{
 if (xml.IsLoading())
 {
  String s;
  xml.Attr("value", s);
  StringStream ss(s);
  ss.SetLoading();
  ss % v;
 }
 else
 {
  StringStream ss;
  ss.SetStoring();
  ss % v;
  xml.Attr("value",(String) ss);
 }
}
```

P.S. Maybe it would also be useful to add raw data <-> string uuencoding if it is vital to comply XML standard at 100% (some XML readers doesn`t read "non standard" characters like &#x03;).