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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;).

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