
Subject: Re: Suggest Xmlize support for Value

Posted by [Mindtraveller](#) on Tue, 13 May 2008 01:19:01 GMT

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The problem above appeared to be more serious: some serialized strings with trailing zero bytes are automatically truncated while added to the xml. So I suggest my solution by simple uuencoding bytes:

```
String UUEncode(const String &s)
```

```
{
```

```
String out;
```

```
out.Reserve(s.GetCount()*2);
```

```
for (int i=0;i<s.GetCount();++i)
```

```
out+=Format("%02X",0xFF & s[i]);
```

```
return out;
```

```
}
```

```
String UUDecode(const String &s)
```

```
{
```

```
String out;
```

```
out.Reserve(s.GetCount()/2);
```

```
for (int i=0;i<s.GetCount()/2;++i)
```

```
out += (char) (0xFF & ScanInt(s.Mid(i*2,2).Begin(), NULL, 16));
```

```
return out;
```

```
}
```

```
//-----
```

```
NAMESPACE_UPP
```

```
template<> void Xmlize(XmlIO xml, Value& v)
```

```
{
```

```
if (xml.IsLoading())
```

```
{
```

```
String s;
```

```
xml.Attr("value", s);
```

```
StringStream ss(UUDecode(s));
```

```
ss.SetLoading();
```

```
ss % v;
```

```
}
```

```
else
```

```
{
```

```
StringStream ss;
```

```
ss.SetStoring();
```

```
ss % v;
```

```
String s(UUEncode((String) ss));
```

```
xml.Attr("value",s);
```

```
}
```

```
}
```

END_UPP_NAMESPACE
