
Subject: Re: Interesting....

Posted by [mirek](#) on Tue, 21 Mar 2006 21:09:25 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
struct XmlDlg : public TopWindow {  
    Array<Label>          label;  
    ArrayMap<String, EditString> edit;  
    ArrayMap<String, Option>  option;
```

```
    bool Load(const char *xml);  
};
```

```
bool XmlDlg::Load(const char *xml)  
{  
    int y = 10;  
    try {  
        XmlParser p(xml);  
        while(!p.IsTag())  
            p.Skip();  
        p.PassTag("dialog");  
        int linecy = Draw::GetStdFontCy() + 4;  
        while(!p.End())  
            if(p.TagE("option")) {  
                Add(option.Add(p["id"]).SetLabel(p["label"]).TopPos(y, linecy).LeftPos(10, 100));  
                y += linecy + 4;  
            }  
            else  
                if(p.TagE("edit")) {  
                    Add(label.Add().SetLabel(p["label"]).TopPos(y, linecy).LeftPos(10, 30));  
                    Add(edit.Add(p["id"]).TopPos(y, linecy).LeftPos(40, 60));  
                    y += linecy + 4;  
                }  
            else  
                p.Skip();  
        }  
    catch(XmlError e) {  
        Exclamation("XML error: " + e);  
        return false;  
    }  
    SetRect(0, 0, 110, y + 10);  
    return true;  
}
```

```
GUI_APP_MAIN  
{
```

```
XmlDlg dlg;
if(!dlg.Load(LoadFile(GetDataFile("dialog.xml"))))
    return;
dlg.Run();
int q = dlg.edit.Find("E1");
if(q >= 0)
    PromptOK("E1 value: " + DeQtF(AsString(~dlg.edit[q])));
}
```

```
<?xml version="1.0"?>
<dialog>
  <option id="O1" label="Option"/>
  <option id="O2" label="Another option"/>
  <edit id="E1" label="Text"/>
  <edit id="E2" label="Text2"/>
</dialog>
```
