
Subject: Simple XML keymap parser

Posted by [Sc0rch](#) on Thu, 21 Jan 2010 18:07:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Very simple, but, maybe, it can be useful for someone:

Header:

```
#ifndef XML_CONFIG_H
#define XML_CONFIG_H

#include <Core/Core.h>
using namespace Upp;

struct XMLConfig
{
    XMLConfig(const String& name = "", const String& lang = "EN-EN")
        : Name(name), Language(::LNGFromText(lang)) {}

    inline void SetString(const String& param, const String& value);
    inline void SetNumber(const String& param, const int& value);
    inline void SetLanguage(const String& lang);
    inline void Xmlize(XmlIO xml);
    inline void Dump();
    inline bool Load(const String& path = "Default");
    inline bool Save(const String& path = "Default");

    inline String GetString(const String& param);
    inline int GetNumber(const String& param, int defaultNum = 0);

    String Name;
    String Path;
    int Language;
    VectorMap<String, String> Map;
};

inline void XMLConfig::SetLanguage(const String& lang)
{
    Language = ::LNGFromText(lang);
}

inline bool XMLConfig::Load(const String& path)
{
    Path = path;
    return path == "Default" ? LoadFromXMLFile(*this) : LoadFromXMLFile(*this, path);
}

inline bool XMLConfig::Save(const String& path)
```

```

{
    Path = path;
    return path == "Default" ? StoreAsXMLFile(*this) : StoreAsXMLFile(*this, "Data", path);
}

inline void XMLConfig::SetString(const String& param, const String& value)
{
    if (Map.Find(param) >= 0) Map.Get(param) = value; else Map.Add(param, value);
}

inline void XMLConfig::SetNumber(const String& param, const int& value)
{
    SetString(param, AsString(value));
}

inline String XMLConfig::GetString(const String& param)
{
    return (Map.Find(param) >= 0) ? Map.Get(param) : "";
}

inline int XMLConfig::GetNumber(const String& param, int defaultNum)
{
    String value = GetString(param);
    return value == "" ? defaultNum : ScanInt(value);
}

inline void XMLConfig::Xmlize(XmlIO xml)
{
    xml("name", Name)("map", Map);
    XmlizeLang(xml, "language", Language);
}

inline void XMLConfig::Dump()
{
    DUMP(Name);
    DUMP(Path);
    for (int i = 0; i < Map.GetCount(); i++) LOG(Map.GetKey(i) << " ... " << Map[i]);
}

#endif // .. XML_CONFIG_HPP

```

Source:

```
#include "XMLConfig.h"
```

```
CONSOLE_APP_MAIN
```

```
{
if (!FileExists(ConfigFile("XMLConfig.xml")))
{
XMLConfig x("Test configuration!", "RU-RU");
x.SetString("K01", "V01");
x.SetString("K02", "V02");
x.Save();
}

XMLConfig y;
y.Load();
y.Dump();
}
```
