

---

Subject: Re: More Xmlize functions

Posted by [koldo](#) on Mon, 22 Feb 2010 12:19:17 GMT

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

---

koldo wrote on Mon, 22 February 2010 12:41luzr wrote on Mon, 22 February 2010 12:26koldo wrote on Mon, 22 February 2010 04:25luzr wrote on Mon, 22 February 2010 09:16koldo wrote on Mon, 22 February 2010 03:02Hello all

Xmlize functions are a nice way to get serialization using instead of a raw binary file, a XML file.

Advantages are:

- If you change your classes design, .xml data saved is read properly so your old .xml files are useful.
- They integrate very well with code
- Serialization file is a readable .xml file

Now Xmlize.c /.h supports many classes. However some classes and types are not included yet:

- int16
- byte
- Date
- Time
- DropDownList
- DropTime
- DropDate
- EditDouble
- Option

I have included new files Xmlize2.c / .h to support these types and classes.

If you want to use them just insert Xmlize2.c int your files and #include Xmlize2.h.

Of course they could be integrated in Core Xmlize.c /.h files .

Are you sure about implementing the time/date this way?

Maybe we should rather use XmlRpc format? (You can see that in XmlRpc package).

Mirek

Hello Mirek

I thought XmlRpc protocol was not related with serialization.

Anyway if we do not have to use Xmlize it would be better to label it as deprecated. I have spent some hours in it until now.

If it is worthwhile to use it, please indicate me your way to implement time/date.

Ops, nope. What I was saying that perhaps text format used in XmlRpc to represent the date with single attribute is better than to implement it with several.

See:

<http://en.wikipedia.org/wiki/XML-RPC>

they use

```
<dateTime.iso8601>19980717T14:08:55</dateTime.iso8601>
```

of course, in Xmlize, this might be something like

```
<id value="19980717T14:08:55">
```

Mirek

Sorry for the misunderstanding

It makes sense. I will change it.

Hello all

It is done. New version of Xmlize2.7z is included in previous post.