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Subject: Strange issue with VectorMap<String, String>  
Posted by [Sc0rch](#) on Mon, 12 Apr 2010 08:36:06 GMT  
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Very strange, I don't know why app crashes. Debugger stops execution at String::IsLarge() function. Compiled with MinGW.Debug. Sorry, if this is my fault.

XMLConfig.h

```
#ifndef XML_CONFIG_H
#define XML_CONFIG_H

#include <Core/Core.h>

NAMESPACE_UPP

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

    XMLConfig& Set(const String& param, const String& value);
    XMLConfig& Set(const String& param, bool value);
    XMLConfig& Set(const String& param, int value);
    XMLConfig& SetLanguage(const String& lang);
    XMLConfig& DumpXML();
    String Get(const String& param) const;
    String Get(const String& param, const String& init);
    bool GetBool(const String& param, bool init = false);
    int GetNumber(const String& param, int init = 0, int min = INT_MIN, int max = INT_MAX);

    void Remove(const String& param);
    void Clear();

    void Xmlize(XmlIO xml);
    bool Load(const String& path = "");
    bool Save(const String& path = "");

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

END_UPP_NAMESPACE

#endif // .. XML_CONFIG_H
```

## XMLConfig.cpp

```
#include "XMLConfig.h"

NAMESPACE_UPP

XMLConfig& XMLConfig::SetLanguage(const String& lang)
{
    Language = LNGFromText(lang);
    return *this;
}

XMLConfig& XMLConfig::Set(const String& param, const String& value)
{
    Map.GetAdd(param) = value;
    return *this;
}

XMLConfig& XMLConfig::Set(const String& param, bool value)
{
    return Set(param, value ? "true" : "false");
}

XMLConfig& XMLConfig::Set(const String& param, int value)
{
    return Set(param, AsString(value));
}

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

String XMLConfig::Get(const String& param, const String& init)
{
    return Map.Find(param) >= 0 ? Map.Get(param) : Map.GetAdd(param) = init;
}

bool XMLConfig::GetBool(const String& param, bool init)
{
    String r = Get(param, init ? "true" : "false");
    return (r == "true" || r == "1") ? true : ((r == "false" || r == "0") ? false : init);
}

int XMLConfig::GetNumber(const String& param, int init, int min, int max)
{
```

```

int r = ScanInt( Get(param, AsString(init)) );
if (r < min) { r = min; Set(param, AsString(init)); }
if (r > max) { r = max; Set(param, AsString(init)); }
return r;
}

void XMLConfig::Remove(const String& param)
{
int i = Map.Find(param);
if (i < 0) return;
Map.Remove(i);
}

void XMLConfig::Clear()
{
Language= LNGFromText("EN-EN");
Name.Clear();
Path.Clear();
Map.Clear();
}

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

XmlIO prop(xml.GetAdd("properties"));
String param, value;

if (xml.IsStoring())
for(int i = 0; i < Map.GetCount(); i++)
{
param = Map.GetKey(i);
value = Map[i];
prop.Add("property").Attr("name", param).Attr("value", value);
}
else
for (int i = 0; i < prop->GetCount(); ++i)
{
const XmlNode* n = &prop->Node(i);
Set(n->Attr("name"), n->Attr("value"));
}
}

XMLConfig& XMLConfig::DumpXML()
{
DUMP(Name);
DUMP(Path);
}

```

```

for (int i = 0; i < Map.GetCount(); i++)
    LOG(Map.GetKey(i) + " = " + Map[i]);
return *this;
}

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

bool XMLConfig::Save(const String& path)
{
    Path = path;
    return path == "" ? StoreAsXMLFile(*this, "data") : StoreAsXMLFile(*this, "data", path);
}

END_UPP_NAMESPACE

```

### XMLConfigTest.cpp

```

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

CONSOLE_APP_MAIN
{
    XMLConfig x("Test!", "EN-EN");
    x.Set("K01", "V01");
    x.Save();
}

```

### File Attachments

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- 1) [XMLConfig.rar](#), downloaded 206 times
  - 2) [XMLConfigTest.rar](#), downloaded 423 times
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