
Subject: DeXml() incomplete

Posted by [Didier](#) on Sun, 13 Jun 2010 22:35:59 GMT

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Hi,

I've been trying to put PNG images in an XML file, but it always failed.

After some investigation it seems that DeXml function is incomplete:

It takes a 'char*' as input data and then searches for the '0' value to find end of string !

With PNG images this does not work !

If you change 'char*' to String and use Begin() & End() methods instead of searching for '0' value, then it works.

Here is a sample code that illustrates what I say:

```
#include <Core/Core.h>
#include <Draw/Draw.h>
#include <plugin/png/png.h>
using namespace Upp;
```

```
#define IMAGECLASS CtrlImg
#define IMAGEFILE <CtrlLib/Ctrl.iml>
#include <Draw/iml_header.h>
```

```
#define IMAGECLASS CtrlImg
#define IMAGEFILE <CtrlLib/Ctrl.iml>
#include <Draw/iml_source.h>
```

```
String MyDeXml(const String& str, byte charset, bool escapelf)
{
    if(charset == CHARSET_DEFAULT)
        charset = GetDefaultCharset();
    StringBuffer result;
    const char* s= str.Begin();
    const char* end= str.End();
    for(; s != end; s++)
        /**/ if(*s == '<') result.Cat("&lt;");
        else if(*s == '>') result.Cat("&gt;");
        else if(*s == '&') result.Cat("&amp;");
        else if(*s == '\\') result.Cat("&apos;");
        else if(*s == '\"') result.Cat("&quot;");
        else if((byte)*s < ' ' && (escapelf || *s != '\n' || *s != '\t'))
            result.Cat(NFormat("&#x%02x;", (byte)*s));
        else if(!(*s & 0x80) || charset == CHARSET_UTF8) result.Cat(*s);
```

```

    else result.Cat(ToUtf8(ToUnicode(*s, charset)));
return result;
}

```

CONSOLE_APP_MAIN

```

{
    PNGEncoder pngEncoder;
    String str = pngEncoder.SaveString( CtrlImg::error() );

    XmlNode xmlDoc;
    XmlNode& myDoc = xmlDoc.Add("MY_DOC_TAG");

    XmlNode& myTextTag = myDoc.Add("MyTextTag");
    myTextTag.AddText( str );

    LOG("----- STR() =");
    LOG(String("length=") << str.GetLength());
    LOG(str);
    LOG("-----");
    LOG("-----AsXml() =");
    LOG(String("length=") << AsXML(xmlDoc).GetLength());
    LOG(AsXML(xmlDoc));
    LOG("-----");
    LOG("-----DeXml() =");
    LOG(String("length=") << DeXml(str).GetLength());
    LOG(DeXml(str));
    LOG("-----");
    LOG("-----DeXml(CHARSET_DEFAULT, true) =");
    LOG(String("length=") << DeXml(str, CHARSET_DEFAULT, true).GetLength());
    LOG(DeXml(str, CHARSET_DEFAULT, true));
    LOG("-----");
    LOG("-----MyDeXml() =");
    LOG(String("length=") << MyDeXml(str, CHARSET_DEFAULT, true).GetLength());
    LOG(MyDeXml(str, CHARSET_DEFAULT, true));
}

```

the resulting log file is the following:

```

----- STR() =
length=419

```

```
-----  
-----AsXml() =  
length=186  
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>  
<!DOCTYPE MY_DOC_TAG>  
<MY_DOC_TAG>  
  
</MY_DOC_TAG>
```

```
-----  
-----DeXml() =  
length=28
```

```
-----  
-----DeXml(Charset_Default, true) =  
length=28
```

```
-----  
-----MyDeXml() =  
length=837
```


@k

Note: there is a 100% growth factor on the data size when converted to xml: this could be optimized using base 64 encoding for example (30% growth factor)

I suggest adding overloads with 'String' parameter for some functions/methods in order to avoid this drawback.
