Subject: Re: Bug in xml parser?
Posted by mirek on Fri, 23 Jul 2010 08:46:33 GMT
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aftershock wrote on Sun, 18 July 2010 05:12luzr wrote on Sun, 18 July 2010 10:03aftershock
wrote on Mon, 12 July 2010 12:27I think this is the fix

```
void XmlParser::Next()
{
 nattr.Clear();
 nattr1 = nattrval1 = Null;
 if(empty_tag) {
  empty_tag = false;
  type = XML_END;
  return;
 }
 text.Clear();
 type = XML_EOF;
 if (!(npreserve || preserveall)) //<-- this should be added
   SkipWhites();
```

The problem is the initial whitespace and EOL is thrown away which is not good.
Your other fix seems to be ok.

Have a good day!

Marton

Hi,

I had to revert this patch as it completely breaks any existing XML code.

I suggest you to send me some testcase demonstrating XML that needs XmlParser to be fixed, I
will try to find some workaround.

Mirek
It was not my intention Really? How does it break them?

E.g
<value> myvalue</value>
This should return " myvalue" if it is read..

Marton

That is not a problem. The trouble is that when active, it will not skip any whitespaces in between tags, so:


```
<tag1>
  <tag2>
```


cannot be parsed with


```
  if(Tag("tag1") && Tag("tag2"))
```


as there is now Text element in between....

Sure, perhaps we might try to alter parser philosophy, but at this point I think that would be dangerous and we should try to find another solution first...

Mirek

(reposting back to forum to eventually gather more comments).