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Subject: ValueArray behaviour / inconsistantcy / BUG?  
Posted by [kohait00](#) on Wed, 20 Oct 2010 07:33:26 GMT  
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hi guys, i'm trying to make ValueArray work for me.  
i cant quite get it to the point to be persistant, means to serialize and xmlize properly..

maybe one of you familiar with ValueArray could quickly spot the error in my code bellow (if there is any).

the test prog is attached as well as a ready to run package.  
thanks a lot in advance.

Xmlize of ValueArray is kinda custom, but seems to work..  
Serialize OTOH does not, and i dont exactly know why..  
it deserializes but i cant get the ValueArray back from beeing Value.

```
#include <Core/Core.h>

using namespace Upp;

void ValueArrayXmlize(XmlIO xml, Value& v)
{
    if(xml.IsStoring())
    {
        const ValueArray& va = v;
        XmlizeStore(xml, va.Get());
    }
    if(xml.IsLoading())
    {
        ValueArray va;
        Vector<Value>& vv = const_cast<Vector<Value>&>(va.Get());
        ::Xmlize(xml, vv);
        v = va;
    }
}
INITBLOCK { RegisterValueXmlize(GetValueTypeNo<ValueArray>(), &ValueArrayXmlize,
"ValueArray"); }

CONSOLE_APP_MAIN
{
    ValueArray va;
    Vector<Value>& vv = const_cast<Vector<Value>&>(va.Get());
    vv << 123;
    vv << "Hallo";
```

```

Value v = va;

RLOG(v);

StoreAsXMLFile(v);
StoreToFile(v);

Value v2;
LoadFromXMLFile(v2);

RLOG(v2);

const ValueArray& va2 = v2;

const Vector<Value>& vv2 = va2.Get();

ASSERT(v2.Is<ValueArray>());
ASSERT(va2.GetCount() == va.GetCount());
ASSERT(vv2.GetCount() == vv.GetCount());

for(int i = 0; i < vv2.GetCount(); i++)
    ASSERT(vv2[i] == vv[i]);

Value v3;
LoadFromFile(v3);

RLOG(v3);

const ValueArray& va3 = v3; //CRASH

const Vector<Value>& vv3 = va3.Get();

ASSERT(v3.Is<ValueArray>());
ASSERT(va3.GetCount() == va.GetCount());
ASSERT(vv3.GetCount() == vv.GetCount());

for(int i = 0; i < vv3.GetCount(); i++)
    ASSERT(vv3[i] == vv[i]);
}

```

## File Attachments

1) [ValueArrayTest.rar](#), downloaded 261 times

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