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Subject: Re: XmlRpc Bugfixes

Posted by [mirek](#) on Thu, 14 Apr 2011 07:57:56 GMT

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zsolt wrote on Wed, 13 April 2011 17:14I was not able to send array or vector of structs because of some missing functionalities.

These are the fixed functions in XmlRpc.h from line 111:

```
template <class T>
void ValuePut(Value& v, const Array<T>& x)
{
    ValueArray va;
    for(int i=0; i<x.GetCount(); i++){
        Value vs;
        ValuePut(vs, x[i]);
        va.Add(vs);
    }
    v = va;
}
```

```
template <class T>
void ValuePut(Value& v, const Vector<T>& x)
{
    ValueArray va;
    for(int i=0; i<x.GetCount(); i++){
        Value vs;
        ValuePut(vs, x[i]);
        va.Add(vs);
    }
    v = va;
}
```

I attached a demo demonstrating the fixes.

There is a server sending a struct with an array and a vector of struct and a client showing the received data.

These would be useful as reference examples, I think.

Fixed using a little bit different code, I have added support to ArrayMap and VectorMap as well...

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