
Subject: Re: Custom array Jsonize
Posted by [koldo](#) on Mon, 14 May 2012 22:46:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, this works well but is less efficient :

```
void Jsonize(JsonIO &xml, MyVector &vec) {  
    Vector<double> vector;  
    if(xml.IsStoring()) {  
        vector.SetCount(vec.size());  
        for (int i = 0; i < vec.size(); ++i)  
            vector[i] = vec(i);  
        xml("vector", vector);  
    } else {  
        xml("vector", vector);  
        vec.resize(vector.GetCount());  
        for (int i = 0; i < vec.size(); ++i)  
            vec(i) = vector[i];  
    }  
}
```
