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Subject: Re: To get xml errors from LoadFromXML  
Posted by [crydev](#) on Thu, 22 Nov 2012 21:45:31 GMT  
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I have found a temporary solution for this problem, would anybody need it:

```
bool LoadFromXML(Callback1<XmlIO> xmlize, const String& xml)
{
    try {
        XmlNode node = ParseXML(xml);
        if(node.GetCount() == 0)
            return false;
        for(int i = 0; i < node.GetCount(); i++)
            if(node.Node(i).IsTag()) {
                Value dummy;
                xmlize(XmlIO(node.At(i), true, dummy));
                break;
            }
        return true;
    }
    catch(XmlError x)
    {
        throw x;
    } // XmlError is removed
    return false;
}
```

Now just use try-catch in your LoadFromXML call to handle the thrown error.

This works for now, and since most situations XML operations won't be performance critical this solution isn't a too bad one. However, in my opinion this should be fixed.

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