
Subject: Re: Save and file extension

Posted by [ManfredHerr](#) on Sun, 15 Sep 2013 15:04:11 GMT

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An example of mine to store Object of XXX_Editor as XML.

Please look at "Type" and "ForceExt" functions.

```
void XXX_Editor::SaveAsXML()
{
    FileSel fs;
    fs.Type("XML XXX File", "*.xml");
    if(fs.ExecuteSaveAs()) {
        filename = fs;
        Object.name = GetFileTitle(filename);
        filename = ForceExt(filename, ".xml");
        StoreAsXMLFile(Object, Object.name, filename);
        IsModified = false;
    }
}
```
