
Subject: Re: HtmlTable class example request
Posted by [forlano](#) on Tue, 08 Mar 2016 11:06:00 GMT
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dolik.rce wrote on Tue, 08 March 2016 06:26 In my experience, only reasonable way to write html without way too much hardcoded stuff is to use templates. You could reuse templates from Skylark, it shouldn't be too complicated to use without the rest of the framework. You only might need to supply some configuration.

Hi Honza,

it looks interesting.
Here is tutorial Skylark02 modified as you suggest:

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

using namespace Upp;

struct MyApp : SkylarkApp {
    MyApp() {
        ValueArray va;
        va.Add(1);
        va.Add("Hello");
        ValueMap m;
        m.Add("key1", "first value");
        m.Add("key2", "second value");

        Renderer rr;
        rr("MyValue", "some value");
        rr("MyRawValue", Raw("<b>raw <u>html</u></b>"));
        rr("MyRawValue2", "<b>another raw <u>html</u></b>");
        rr("MyArray", va);
        rr("MyMap", m);
        String htmlTable = rr.RenderString("Skylark02/index");
        SaveFile("out.html", htmlTable);
    }
};

CONSOLE_APP_MAIN
{

    MyApp().Run();
}
```

It worked, i.e. the html file has been saved, BUT it run a server too that continue to listen. Is there a way to take advantage of Witz template, Renderer class but without running a server? It would be great for HTML and maybe for QTF report too.

Instead this variant

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

using namespace Upp;

CONSOLE_APP_MAIN
{
    ValueArray va;
    va.Add(1);
    va.Add("Hello");
    ValueMap m;
    m.Add("key1", "first value");
    m.Add("key2", "second value");

    Renderer rr;
    rr("MyValue", "some value");
    rr("MyRawValue", Raw("<b>raw <u>html</u></b>"));
    rr("MyRawValue2", "<b>another raw <u>html</u></b>");
    rr("MyArray", va);
    rr("MyMap", m);
    String htmlTable = rr.RenderString("Skylark02/index");
    SaveFile("out.html", htmlTable);
}
```

just crashes.

edit: it seems RenderString() is not able to continue because I break out something important not inheriting from skylark

Thanks,
Luigi
