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Subject: how to use xmlparser to parse this document?

Posted by [akebee](#) on Wed, 20 Dec 2017 03:00:59 GMT

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i still do not quite understand the use of XmlParser  
such as parse this xml document:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple Computer//DTD PLIST 1.0//EN"
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
  <dict>
    <key>frames</key>
    <dict>
      <key>Comm1TipBg.png</key>
      <dict>
        <key>frame</key>
        <string>{{314,805},{120,120}}</string>
        <key>offset</key>
        <string>{0,0}</string>
        <key>rotated</key>
        <false/>
        <key>sourceColorRect</key>
        <string>{{0,0},{120,120}}</string>
        <key>sourceSize</key>
        <string>{120,120}</string>
      </dict>
      <key>Common1Back.png</key>
      <dict>
        <key>frame</key>
        <string>{{791,462},{62,54}}</string>
        <key>offset</key>
        <string>{0,0}</string>
        <key>rotated</key>
        <true/>
        <key>sourceColorRect</key>
        <string>{{0,0},{62,54}}</string>
        <key>sourceSize</key>
        <string>{62,54}</string>
      </dict>
      <key>Common1Button1.png</key>
      <dict>
        <key>frame</key>
        <string>{{766,257},{132,64}}</string>
        <key>offset</key>
        <string>{0,0}</string>
        <key>rotated</key>
        <false/>
      </dict>
    </dict>
  </dict>
</plist>
```

```

    <key>sourceColorRect</key>
    <string>{{0,0},{132,64}}</string>
    <key>sourceSize</key>
    <string>{132,64}</string>
</dict>
<key>Common1Button1Disable.png</key>
<dict>
  <key>frame</key>
  <string>{{314,927},{132,64}}</string>
  <key>offset</key>
  <string>{0,0}</string>
  <key>rotated</key>
  <false/>
  <key>sourceColorRect</key>
  <string>{{0,0},{132,64}}</string>
  <key>sourceSize</key>
  <string>{132,64}</string>
</dict>
<key>Common1Button2.png</key>
<dict>
  <key>frame</key>
  <string>{{149,955},{132,64}}</string>
  <key>offset</key>
  <string>{0,0}</string>
  <key>rotated</key>
  <false/>
  <key>sourceColorRect</key>
  <string>{{0,0},{132,64}}</string>
  <key>sourceSize</key>
  <string>{132,64}</string>
</dict>
<key>Common1Button3.png</key>
<dict>
  <key>frame</key>
  <string>{{559,514},{109,52}}</string>
  <key>offset</key>
  <string>{0,0}</string>
  <key>rotated</key>
  <true/>
  <key>sourceColorRect</key>
  <string>{{0,0},{109,52}}</string>
  <key>sourceSize</key>
  <string>{109,52}</string>
</dict>
<key>CommonVipSmall09.png</key>
<dict>
  <key>frame</key>
  <string>{{937,823},{58,22}}</string>

```

```

    <key>offset</key>
    <string>{0,0}</string>
    <key>rotated</key>
    <false/>
    <key>sourceColorRect</key>
    <string>{{0,0},{58,22}}</string>
    <key>sourceSize</key>
    <string>{58,22}</string>
</dict>
<key>CommonVipSmall10.png</key>
<dict>
    <key>frame</key>
    <string>{{917,799},{58,22}}</string>
    <key>offset</key>
    <string>{0,0}</string>
    <key>rotated</key>
    <false/>
    <key>sourceColorRect</key>
    <string>{{0,0},{58,22}}</string>
    <key>sourceSize</key>
    <string>{58,22}</string>
</dict>
</dict>
<key>metadata</key>
<dict>
    <key>format</key>
    <integer>2</integer>
    <key>realTextureFileName</key>
    <string>Common1.png</string>
    <key>size</key>
    <string>{1024,1024}</string>
    <key>smartupdate</key>
    <string>$TexturePacker:SmartUpdate:dc2b5d576da62f910d03eadb09babf4b$</string>
    <key>textureFileName</key>
    <string>Common1.png</string>
</dict>
</dict>
</plist>

```

my code

```

XmlParser pser(plist);
pser.Relaxed();
try{
while(!pser.IsTag())
pser.Skip();
pser.PassTag("plist");

```

```
pser.PassTag("dict");
while(!pser.IsEof())
if(pser.Tag("key"))
{
String key = pser.ReadText();
// DUMP(key);
pser.PassEnd();
}
else if(pser.TagElseSkip("dict"))
{
while(!pser.IsEof())
{
if(pser.Tag("key"))
{
String key = pser.ReadText();
DUMP(key);
pser.PassEnd();
}
else if(pser.Tag("dict"))
{
}
else
pser.Skip();
}
pser.PassEnd();
}
}
catch(XmlError e){
LOG("ERROR: " << e);
}
```

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