

Hello everyone !

today, I'm trying to loop through XmlNode to get all the text of it.
Here is my trying code :

```
#include <Core/Core.h>
#include <iostream>
#include <fstream>
#include <string>
```

```
using namespace Upp;
```

```
Upp::String getRetour(const XmlNode &xn,int cpt){
    int i;
    XmlNode buffer(xn,cpt);
    if( buffer.GetCount() > 0 && buffer.IsTag()){
        Cout() << buffer.GetCount() << "\n";
        for( i = 0; i < buffer.GetCount(); i++){
            getRetour(buffer.Node(i),cpt++);
        }
    }
    else{
        Cout() << buffer.GetText();
        return buffer.GetText();
    }
}
```

```
CONSOLE_APP_MAIN
{
    String data;
    String atmTAg;
    std::ifstream fichier(String("myFile").ToStd());
    if(fichier)
    {
        std::string str((std::istreambuf_iterator<char>(fichier),
            std::istreambuf_iterator<char>()));
        fichier.close();
        data = Upp::String(str);
    }
    XmlNode xn = ParseXML(data);
    getRetour(xn.Node(0),0);
}
```

```
}
```

This code crash when I reach the lowest part of my XML, it prints me the right text then crash after returning the string.

Have any idea of what cause the issue ? some tips about my Code ? :d

Thanks in advance,

Have a good day
