Subject: Re: What about LUA plugin?
Posted by mirek on Sun, 10 Sep 2006 23:22:43 GMT

thierry wrote on Sun, 10 September 2006 19:10Maybe, you miss the point, because your solution forces to modify class C with adding a method C::Xmlize().

No, you missed it

You just have to define your Xmlize *function*. You do not need to alter header to do that.

Quote:
And I also meant I wanted to add new streams kind (like ShallowTraceOutStream, DeepTraceOutStream or whatever I can imagine, DBstream, or LuaStream).

XmlIO is really not a stream and cannot be a stream - it is in fact an interface to map hierarchy (that is what XML file is...). Well, maybe in future it would be nice to virtualize XmlIO to support other map hierarchies. At the time of creating XmlIO, it seem as far fetched idea from practical point of view.

Mirek