
Subject: Re: How to construct a struct to get data from this XML?

Posted by [mirek](#) on Fri, 16 Oct 2020 14:26:35 GMT

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sinpeople wrote on Fri, 16 October 2020 05:32Hi folks,

Greetings!

I looked into the XML reference code coming together with the installer package. It seems there is a relationship between struct members and XML elements. But I didn't find example to construct a struct to match with my XML contents. Please advise.

It seems it is a nested structure with customized value. How do I handle this into a C++ struct?

Many thanks!

```
<junction id="8303">
  <signal_program cycle="120" id="1" offset="0">
    <phase id="1" split="0.2">
      <signal_groups>
        <signal_group>2</signal_group>
        <signal_group>7</signal_group>
      </signal_groups>
      <min_green>7</min_green>
      <all_red>1</all_red>
      <amber>3</amber>
      <skip>0</skip>
    </phase>
    <phase id="2" split="0.2">
      <signal_groups>
        <signal_group>3</signal_group>
        <signal_group>8</signal_group>
      </signal_groups>
      <min_green>7</min_green>
      <all_red>3</all_red>
      <amber>3</amber>
      <skip>1</skip>
    </phase>
    <phase id="3" split="0.2">
      <signal_groups>
        <signal_group>10</signal_group>
        <signal_group>11</signal_group>
      </signal_groups>
      <min_green>7</min_green>
      <all_red>1</all_red>
      <amber>3</amber>
      <skip>0</skip>
    </phase>
```

```

<phase id="4" split="0.2">
  <signal_groups>
    <signal_group>5</signal_group>
    <signal_group>10</signal_group>
  </signal_groups>
  <min_green>7</min_green>
  <all_red>3</all_red>
  <amber>3</amber>
  <skip>0</skip>
</phase>
<phase id="5" split="0.2">
  <signal_groups>
    <signal_group>10</signal_group>
    <signal_group>11</signal_group>
  </signal_groups>
  <min_green>7</min_green>
  <all_red>1</all_red>
  <amber>3</amber>
  <skip>0</skip>
</phase>
</signal_program>
<Pedestrian>
  <phase id="1" phaseFollowing="1">
<signal_groups>
  <signal_group>12</signal_group>
  <signal_group>14</signal_group>
</signal_groups>
  <green>6</green>
  <green_flash>20</green_flash>
  <trigger_button>1</trigger_button><!--1 means will be triggered by predestrain;0 means always
be activated-->
</phase>
<phase id="2" phaseFollowing="4">
<signal_groups>
  <signal_group>13</signal_group>
  <signal_group>15</signal_group>
</signal_groups>
  <green>6</green>
  <green_flash>20</green_flash>
  <trigger_button>1</trigger_button><!--1 means will be triggered by predestrain;0 means always
be activated-->
</phase>
</Pedestrian>
</junction>

```

Best Regards
David WANG

That is not quite correct (the part about struct members). Xmlize is indended as serialization feature, using it to fetch existing format would be difficult.

Anyway, I think you should check this one: [https://www.ultimatepp.org/reference\\$XML\\$en-us.html](https://www.ultimatepp.org/referenceXMLen-us.html)

Especially part that starts with

```
XmlNode xn = ParseXML(xml);
```

Mirek
[/code]