
Subject: Re: Bugfix: XmlParser in endless loop
Posted by [mirek](#) on Mon, 09 Oct 2023 08:32:48 GMT
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So that fix proved wrong, breaking autotests, so I have reverted and provided proper fix by moving the check / throw one level up:

```
static XmlNode sReadXmlNode(XmlParser& p, ParseXmlFilter *filter, dword style)
{
    XmlNode m;
    if(p.IsTag()) {
        String tag = p.ReadTag();
        if(!filter || filter->DoTag(tag)) {
            m.CreateTag(tag);
            m.SetAttrs(p.PickAttrs());
            while(!p.End())
                if(!Ignore(p, style)) {
                    XmlNode n = sReadXmlNode(p, filter, style);
                    if(n.GetType() != XML_DOC) // tag was ignored
                        m.Add() = pick(n);
                }
            if(filter)
                filter->EndTag();
        }
        else
            p.SkipEnd();
        return m;
    }
    if(p.IsPI()) {
        m.CreatePI(p.ReadPI());
        return m;
    }
    if(p.IsDecl()) {
        m.CreateDecl(p.ReadDecl());
        return m;
    }
    if(p.IsComment()) {
        m.CreateComment(p.ReadComment());
        return m;
    }
    if(p.IsText()) {
        m.CreateText(p.ReadText());
        m.Shrink();
        return m;
    }
    p.ReadText(); // skip empty text
    return m;
}
```

```
}
```

```
void ParseXmlFilter::EndTag() {}
```

```
XmlNode ParseXML(XmlParser& p, dword style, ParseXmlFilter *filter)
{
    XmlNode r;
    while(!p.IsEof())
        if(!Ignore(p, style)) {
            XmlNode n = sReadXmlNode(p, filter, style);
            if(n.GetType() != XML_DOC) // tag was ignored
                r.Add() = pick(n);
            else {
                if(p.IsRelaxed())
                    p.Skip();
                else
                    throw XmlError("Unexpected text");
            }
        }
    return r;
}
```
