
Subject: Stream::Putf

Posted by [g00fy](#) on Sun, 03 Dec 2006 23:29:35 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
#include <ide/Common/Common.h>
```

```
#include <Core/Core.h>
```

```
void write_out( FileOut& out, const XmlNode& xml, int ident )
```

```
{
```

```
    switch( xml.GetType() )
```

```
    {
```

```
        case XML_TEXT:
```

```
            out << String(" ", ident) << "Text: " << xml.GetText() << "\n";
```

```
            break;
```

```
        case XML_TAG:
```

```
            out << String(" ", ident) << "Tag: " << xml.GetTag() << "\n";
```

```
            break;
```

```
        case XML_DOC:
```

```
            out << String(" ", ident) << "Doc:\n";
```

```
            break;
```

```
        default:
```

```
            out << String(" ", ident) << "***UNDEFINED TAG**\n";
```

```
            break;
```

```
    }
```

```
for ( int i = 0, total = xml.GetCount(); i < total; i++ )
```

```
{
```

```
    write_out(out, xml[i], ident + 2);
```

```
}
```

```
}
```

```
GUI_APP_MAIN
```

```
{
```

```
    Package p;
```

```
    p.Load("C:\\Upp\\uppsrc\\ide\\Common\\Common.upp");
```

```
    FileIn in("c:\\tmp\\common.xml");
```

```
    char * data = (char*)malloc(in.GetSize());
```

```
    in.GetAll(data,in.GetSize());
```

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

```
    FileOut out("c:\\tst.dat");
```

```
    write_out(out, xml, 2);
```

```
free(data);  
}
```

With this code I get a lot of nasty buggers in the written 'tst.dat' (meaning: if `String("abc")`, then `"abc\0"` is written).

Greetz,
Steven
