
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
