

---

Subject: Re: Stream::Putf

Posted by [mirek](#) on Mon, 04 Dec 2006 10:35:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

[quote title=g00fy wrote on Sun, 03 December 2006 18:29][code]#include <CtrlLib/CtrlLib.h>

Quote:

```
FileIn in("c:\\tmp\\common.xml");
char * data = (char*)malloc(in.GetSize());

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

XmlNode xml = ParseXML(data);

free(data);
}
```

This is very non-U++ code U++ is designed to avoid most resource management issues.

Better:

```
XmlNode xml = ParseXML(LoadFile("c:\\tmp\\common.xml"));
```

Mirek

---