
Subject: Re: Styles and Widgets

Posted by [mrjt](#) on Wed, 18 Apr 2007 10:24:22 GMT

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It sounds to me like you could do this using something as simple as:

```
Vector<Value> GetAllData(Ctrl *parent) throw (ValidationException)
{
    Vector<Value> data;

    for (Ctrl *c = parent->GetFirstChild(); c; c->GetNext()) {
        if (c->GetFirstChild())
            data.Append(GetAllData(c));
        else {
            Value v = c->GetData();
            if (v.IsError())
                throw ValidationException(c);
            else if (!v.IsVoid) // Prevents empty values
                data.Add(v);
        }
    }
    return data;
}
```

I just typed that in so no guarantees it will actually work (and the use of exceptions is slightly dubious) but I think the principle is correct. AFAIK only input ctrls ever return non-empty Values from GetData(). See TopWindow::Serialize() for another example (though not heirarchical).