
Subject: Jsonize() in database table structures (S_*) [patch]

Posted by [zsoft](#) on Mon, 31 May 2021 02:36:58 GMT

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It was missing for me.

uppsrc/Sql/S_info.cpp:

```
@@ -94,6 +94,15 @@ SqlSet S_info::GetOf(const SqlId& table) const
    return set;
}
```

```
+void S_info::Jsonize(const void *s, JsonIO& io) const
+{
+ for(int i = 0; i < column.GetCount(); i++)
+ if(io.IsLoading())
+ Set(s, i, io.Get(~column.GetKey(i)));
+ else
+ io.Set(~column.GetKey(i), Get(s, i));
+}
+
+void S_info::Init()
+{
+ column.Shrink();
```

uppsrc/Sql/SqlSchema.h:

```
@@ -173,6 +173,8 @@ struct S_info {

    SqlSet GetSet(const String& prefix) const;
    SqlSet GetOf(const SqlId& table) const;
+
+ void Jsonize(const void *s, JsonIO& io) const;

    void Init();
};
```

uppsrc/Sql/sch_header.h:

```
@@ -39,7 +39,7 @@ public: \
    void Set(const Upp::ValueMap& m) { return info->Set(this, m); } \
    \
    operator const S_info&() const { return *info; } \
+ void Jsonize(JsonIO& io) { info->Jsonize(this, io); } \
    \
    S_##Table(); \
```

```
S_##Table(const Upp::ValueMap& m);
```
