
Subject: HTML table creator
Posted by [forlano](#) on Wed, 13 Mar 2024 17:13:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

I reiterate a question done 8 years ago... maybe some thing chagend in the meantime.
Do you know of any class / template engine able to easily create HTML table?

My program produces many tables with hardcoded tag difficult to mantain.

Thanks,
Luigi

Subject: Re: HTML table creator
Posted by [Didier](#) on Wed, 13 Mar 2024 18:33:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Luigi,

I don't know in which context you are generating HTML tables.
But maybe you can use Report to generate a QTF document that can then be converted into HTML ?

Subject: Re: HTML table creator
Posted by [dolik.rce](#) on Wed, 13 Mar 2024 20:34:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a template engine in the Skylark package. I don't remember if it is possible to use it separately, but it might be worth looking at.

Best regards,
Honza

Subject: Re: HTML table creator
Posted by [forlano](#) on Wed, 13 Mar 2024 22:17:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for the answers.

1. How Report can help in making qtf table?

2. We already tried with skylark but the template engine cannot be separated.

Luigi

Subject: Re: HTML table creator

Posted by [Didier](#) on Thu, 14 Mar 2024 19:40:36 GMT

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

Hello Luigi,

In my memories (a few years ago), Report package was able to generate documents from a template.

After looking at it, it seems I was mistaking.

You can use my ReportGenerator (it is 14 years old :roll:) package that can be found here : <https://github.com/didierq/MyFunctions>

You can take look at examples/ReportGeneratorTest to see what it can do.

I use it to generate reports (with tables), so it may fit you're needs.

The good point about ReportGenerator is that it uses a QTF template document : so it can be edit directly in Ide (no complex coding to make you're template ;))

Note :

You need to have C++ boost installed The parsing code uses an old boost lib (Boost/Spirit) and some warnings are thrown at compile (don't have time to update the parsing code)

I recently put the code on GitHub : I will soon put it on UppHub
