## 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

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