
Subject: Stream::Putf

Posted by [g00fy](#) on Sun, 03 Dec 2006 23:29:35 GMT

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```
#include <CtrlLib/CtrlLib.h>
#include <ide/Common/Common.h>
#include <Core/Core.h>

void write_out( FileOut& out, const XmlNode& xml, int ident )
{
    switch( xml.GetType() )
    {
    case XML_TEXT:
        out << String(" ", ident) << "Text: " << xml.GetText() << "\n";
        break;
    case XML_TAG:
        out << String(" ", ident) << "Tag: " << xml.GetTag() << "\n";
        break;
    case XML_DOC:
        out << String(" ", ident) << "Doc:\n";
        break;
    default:
        out << String(" ", ident) << "***UNDEFINED TAG**\n";
        break;
    }

    for ( int i = 0, total = xml.GetCount(); i < total; i++ )
    {
        write_out(out, xml[i], ident + 2);
    }
}

GUI_APP_MAIN
{
    Package p;

    p.Load("C:\\Upp\\uppsrc\\ide\\Common\\Common.upp");

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

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

    XmlNode xml = ParseXML(data);

    FileOut out("c:\\tst.dat");
    write_out(out, xml, 2);
}
```

```
free(data);  
}
```

With this code I get a lot of nasty buggers in the written 'tst.dat' (meaning: if String("abc"), then "abc\0" is written).

Greetz,
Steven

Subject: [SOLVED] Stream::Putf
Posted by [g00fy](#) on Mon, 04 Dec 2006 07:01:52 GMT
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Ok, never mind... I should pass a char & int to String, not a char * and int!

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

Subject: Re: Stream::Putf

Posted by [g00fy](#) on Mon, 04 Dec 2006 11:59:23 GMT

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It already felt 'bad bad bad'...

But I didn't see any way to load a file quickly . Now I know .

Greetz,
Steven
