Subject: XmlNode Copy Constructor
Posted by h3l1 on Mon, 02 Jul 2007 19:19:52 GMT
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Hi there,

Is there a possibility to have a copy constructor in the XmlNode, so I can store nodes into an array.

Thanks
Heli

Subject: Re: XmlNode Copy Constructor
Posted by mirek on Tue, 03 Jul 2007 09:55:47 GMT
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Pick constructor is not enough?

Subject: Re: XmlNode Copy Constructor
Posted by h3l1 on Tue, 03 Jul 2007 10:51:29 GMT
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Sorry for my ignorance, but I don't actually know what a pick constructor is.

I tried to add a xmlnode to an arraymap with add. With mingw it works, but the ms compiler complains about it doesn't find a matching DeepCopyNew method.

I did the following:
loading an xmlfile and parsing it

```
  root=ParseXml(text);
  const XmlNode &node = root[TAG_NAME];
  for (int i = 0; i < node.GetCount(); i++)
    arraymap.add(node[i].GetTag(), node[i]);
```

Could you please provide an example how to use a pick constructor.
Edit: As far as I read in the manual the pick constructor delivers only an empty and fresh initialized object.

Thanks
Heli

Subject: Re: XmlNode Copy Constructor
Posted by mirek on Wed, 04 Jul 2007 05:32:49 GMT

Use AddPick instead of Add. The disadvantage is that the source node will be destroyed in the process. (The advantage is that it will be much faster than deep copy .

Anyway, something like this is quite untypical. Is there any further context you can describe?

Mirek