
Subject: Xmlize works only for storing
Posted by [exhu](#) on Wed, 01 Oct 2008 13:16:33 GMT
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Please, help understanding the XML serialization implemented in UPP.

This code perfectly saves the XML as intended, but does not load attribute values:

```
void ServData::save() {
    StoreAsXMLFile(*this);
}

void ServData::load() {
    LoadFromXMLFile(*this);
}

void ServData::Xmlize(XmlIO xml) {
    ::Xmlize(xml.Add("map"), locationMap);
}

////////

void Xmlize(XmlIO xml, Map & locMap) {

    Xmlize(xml.Add("left"), locMap.left);
    Xmlize(xml.Add("right"), locMap.right);
    Xmlize(xml.Add("top"), locMap.top);
    Xmlize(xml.Add("bottom"), locMap.bottom);
}

void Xmlize(XmlIO xml, MapPlace & place) {
    String nm;

    if (xml.IsStoring())
        nm = place.name;

    xml.Attr("name", nm); // nm is always empty on xml.IsLoading! why?

    if (xml.IsLoading())
        place.name = nm;
}
```

Subject: Re: Xmlize works only for storing
Posted by [Mindtraveller](#) on Wed, 01 Oct 2008 20:27:44 GMT
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I doubt if
Xmlize(xml.Add("****"), ***);
would work in both directions.

Why don't you use construction from Xmlize reference sample:

```
void *****::*****::Xmlize(XmlIO xml)
{
    xml
        ("****", ***)
        ("****", ***)
    ;
}
```

Subject: Re: Xmlize works only for storing
Posted by [exhu](#) on Thu, 02 Oct 2008 07:08:55 GMT
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Quote:Why don't you use construction from Xmlize reference sample:

I can't use it because STL and other simple types already defined in the program do not contain Xmlize methods which are called by the template.

Changed to:

```
void ServData::Xmlize(XmlIO xml) {
    ::Xmlize(XmlIO(xml,"map"), locationMap);
    //XmlIO(xml, "magic").Attr("magic", magic);
    //magic = magic;
}
```

////////

```
void Xmlize(XmlIO xml, Map & locMap) {
    xml.Attr("shopname", locMap.shopName);
    Xmlize(XmlIO(xml, "left"), locMap.left);
    Xmlize(XmlIO(xml, "right"), locMap.right);
    Xmlize(XmlIO(xml, "top"), locMap.top);
    Xmlize(XmlIO(xml, "bottom"), locMap.bottom);
}
```

Now it works, but it's not obvious why because both Add() method and XmlIO() constructor use & (reference) for variable argument.

Who can explain this magic? No comments at all in the library sources

Subject: Re: Xmlize works only for storing
Posted by [Mindtraveller](#) on Thu, 02 Oct 2008 17:22:50 GMT
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[quote title=exhu wrote on Thu, 02 October 2008 11:08]Quote:I can't use it because STL and other simple types already defined in the program do not contain Xmlize methods which are called by the template.

Sorry I can't clearly understand what are you talking about.

Subject: Re: Xmlize works only for storing
Posted by [exhu](#) on Fri, 03 Oct 2008 06:37:31 GMT
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Try compiling,

```
std::list<MyType> mylist;
```

```
XmlIO(xml, mylist);
```

And you'll get errors like "T.Xmlize: The class does not define a method Xmlize"...

Subject: Re: Xmlize works only for storing
Posted by [Mindtraveller](#) on Fri, 03 Oct 2008 07:13:49 GMT
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I see no critical problem with this. You may write your own class derived from std::list<...> with Xmlize function.

Besides I do not think it is good idea to mix STL and NTL libraries in code.

Subject: Re: Xmlize works only for storing
Posted by [mirek](#) on Fri, 03 Oct 2008 09:54:28 GMT
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Mindtraveller wrote on Fri, 03 October 2008 03:13I see no critical problem with this. You may write

your own class derived from `std::list<...>` with `Xmlize` function.
Besides I do not think it is a good idea to mix STL and NTL libraries in code.

Well, I certainly would not recommend using STL but sometimes you perhaps need to deal with existing code...

You can define `Xmlize` as template function specialisation and that solves the problem of "external" types:

```
#include <Core/Core.h>
#include <vector>

using namespace Upp;
using namespace std;

template<> void Upp::Xmlize(XmlIO xml, vector<int>& data) {
    if(xml.IsStoring())
        for(int i = 0; i < (int)data.size(); i++)
            Xmlize(xml.Add("item"), data[i]);
    else {
        data.clear();
        for(int i = 0; i < xml->GetCount(); i++)
            if(xml->Node(i).IsTag("item")) {
                data.push_back(0);
                Xmlize(xml.At(i), data.back());
            }
    }
}
```

```
CONSOLE_APP_MAIN
{
    vector<int> x;
    x.push_back(1);
    x.push_back(2);
    x.push_back(3);
    String s = StoreAsXML(x, "std-test");
    DUMP(s);
    vector<int> y;
    LoadFromXML(y, s);
    for(int i = 0; i < (int)y.size(); i++)
        DUMP(y[i]);
}
```

Mirek

Subject: Re: Xmlize works only for storing
Posted by [mirek](#) on Fri, 03 Oct 2008 09:57:33 GMT
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PS.: added to reference examples...

Subject: Re: Xmlize works only for storing
Posted by [exhu](#) on Mon, 06 Oct 2008 07:45:36 GMT
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luzr wrote on Fri, 03 October 2008 12:54

Well, I certainly would not recomend using STL

Ok, but are there analogues in NTL to the following STL classes:
set, list ?

Subject: Re: Xmlize works only for storing
Posted by [mirek](#) on Tue, 07 Oct 2008 10:41:02 GMT
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exhu wrote on Mon, 06 October 2008 03:45luzr wrote on Fri, 03 October 2008 12:54

Well, I certainly would not recomend using STL

Ok, but are there analogues in NTL to the following STL classes:
set, list ?

std::set -> Index. It provides something a bit more complex, but can easily replace set and multiset.

std::list is simply completely useless container. Use Vector/Array/BiVector/BiArray.

(Before you start arguing about $O(1)$ insertion times, tell how do you know where to insert

Mirek
