
Subject: [solved!] XML serialization and relative paths
Posted by [Mindtraveller](#) on Thu, 06 Nov 2008 12:48:44 GMT
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Recently I used StoreAsXMLFile/LoadFromXMLFile on POSIX system with latest build. And discovered no xml file in my executable's directory. Finally discovered it is situated in
~/.upp/<exe_name>/<exe_name>.xml

This is really good default behaviour. But when I define filename with relative path, it is still situated in ~/.upp/<exe_name> directory! This is the surprise I want to talk about.

The problem is that I have a number of the same executables (in a number of directories) which should hold different configurations for each of them. But it can't be done with standard functions as all the XML config files are overwritten within one directory.

I dug into U++ and discovered that IsFullPath() is called, which is false even for files like
"./setup.conf". Yes, it is not a full path, but it is exactly the path I want. And function must work with this file with no surprises.

My proposal is to rename these functions to StoreAsXMLFileDefault/LoadFromXMLFileDefault and add StoreAsXMLFile/LoadFromXMLFile functions with no surprises in their behaviour.

Subject: Re: XML serialization and relative paths
Posted by [mirek](#) on Thu, 06 Nov 2008 20:55:36 GMT
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Actually, I am not sure who implemented sXMLFile and what he was thinking (but I am afraid it was me .

In any case, IMO, there is no need to rename - let us just fix that stupid idea:

```
static String sXMLFile(const char *file)
{
    return file ? String(file) : ConfigFile(GetExeTitle() + ".xml");
/*    if(file)
        return IsFullPath(file) ? String(file) : ConfigFile(file);
    else
        return ConfigFile(GetExeTitle() + ".xml");*/
}
```

Mirek

Subject: Re: XML serialization and relative paths
Posted by [Mindtraveller](#) on Thu, 06 Nov 2008 21:23:33 GMT

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Thanks!
