
Subject: XmlParser and <![CDATA[
Posted by [iksobert](#) on Mon, 11 May 2009 01:24:55 GMT
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I haven't quite been able to figure this one out. I tried parsing some XML from an RSS feed, but it seems that the Parser discards any CDATA that it finds. Calling XmlNode::GetText() returns an empty string, and AsXml(XmlNode) returns the xml as an empty tag. Am I doing something wrong?

Here is simple snippet I made to demonstrate this:

```
#include "rssy.h"

#include <Web/Web.h>

rssy::rssy()
{
    CtrlLayout(*this, "No CDATA!");
    list.AddColumn("Text");
    list.AddColumn("XML");
    get_feeds();
}

void rssy::get_feeds(void)
{
    String out;
    HttpClient client;
    client.URL("http://losangeles.craigslist.org/search/jjj?query=php&format=rss");
    out=client.ExecuteRedirect();
    XmlNode n = ParseXML(out);
    const XmlNode &channel=n[0];
    int j;
    int tag;
    for(int i=channel.FindTag("item");i<channel.GetCount();i++) {
        if(channel[i].GetTag()!="item") continue;
        const XmlNode &item=channel[i];
        tag=item.FindTag("title");
        if(tag== -1) continue;
        const XmlNode &title=item[tag];
        j=list.GetCount()+1;
        list.SetCount(j);
        list.Set(j-1,0,title[0].GetText());
        list.Set(j-1,1,AsXML(item));
    }
}

GUI_APP_MAIN
{
```

```
rssy().Run();  
}
```

Subject: Re: XmlParser and <![CDATA[
Posted by [mirek](#) on Mon, 11 May 2009 06:37:52 GMT
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ParseXML has second parameter that, in default form, makes it ignore anything but tags.

You can put there 0 to get all info from XML. Note, however, that in that case initial <? item also qualifies, so you can no longer use n[0].

```
#include <Web/Web.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    HttpClient client;  
    client.URL("http://losangeles.craigslist.org/search/jjj?query=php&format=rss");  
    String out = client.ExecuteRedirect();  
    XmlNode n = ParseXML(out, 0);  
    int q = n.FindTag("rdf:RDF");  
    if(q >= 0) {  
        const XmlNode& channel = n[q];  
        for(int i = channel.FindTag("item"); i < channel.GetCount(); i++) {  
            if(channel[i].GetTag() == "item") {  
                const XmlNode &item = channel[i];  
                int tag = item.FindTag("title");  
                if(tag >= 0) {  
                    const XmlNode& title = item[tag];  
                    for(int j = 0; j < title.GetCount(); j++) {  
                        DUMP(title[j].GetType());  
                        DUMP(title[j].GetText());  
                    }  
                }  
            }  
        }  
    }  
}
```

Mirek

Subject: Re: XmlParser and <![CDATA[
Posted by [iksobert](#) on Mon, 11 May 2009 10:56:10 GMT
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Thanks Mirek! i looked through XML.cpp, but i guess i completely overlooked the construct.

Cheers,
Trenton
