Subject: Strange issue with VectorMap<String, String>
Posted by Sc0rch on Mon, 12 Apr 2010 08:36:06 GMT
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Very strange, I don't know why app crashes. Debugger stops execution at String::IsLarge() function. Compiled with MinGW.Debug. Sorry, if this is my fault.

XMLConfig.h

```
#ifndef XML_CONFIG_H
#define XML_CONFIG_H

#include <Core/Core.h>

NAMESPACE_UPP

class XMLConfig
{
public:
 XMLConfig(const String& name = "", const String& lang = "EN-EN")
  : Name(name), Language(LNGFromText(lang)) {}

 XMLConfig& Set(const String& param, const String& value);
 XMLConfig& Set(const String& param, bool value);
 XMLConfig& Set(const String& param, int value);
 XMLConfig& SetLanguage(const String& lang);
 XMLConfig& DumpXML();
 String Get(const String& param) const;
 String Get(const String& param, const String& init);
 bool GetBool(const String& param, bool init = false);
 int GetNumber(const String& param, int init = 0, int min = INT_MIN, int max = INT_MAX);

 void Remove(const String& param);
 void Clear();

 void Xmlize(XmlIO xml);
 bool Load(const String& path = "");
 bool Save(const String& path = "");

 String Name;
 String Path;
 int Language;
 VectorMap<String, String> Map;
};

END_UPP_NAMESPACE

#endif // .. XML_CONFIG_H
```

XMLConfig.cpp

```
#include "XMLConfig.h"

NAMESPACE_UPP

XMLConfig& XMLConfig::SetLanguage(const String& lang)
{
 Language = LNGFromText(lang);
 return *this;
}

XMLConfig& XMLConfig::Set(const String& param, const String& value)
{
 Map.GetAdd(param) = value;
 return *this;
}

XMLConfig& XMLConfig::Set(const String& param, bool value)
{
 return Set(param, value ? "true" : "false");
}

XMLConfig& XMLConfig::Set(const String& param, int value)
{
 return Set(param, AsString(value));
}

String XMLConfig::Get(const String& param) const
{
 return Map.Find(param) >= 0 ? Map.Get(param) : "";
}

String XMLConfig::Get(const String& param, const String& init)
{
 return Map.Find(param) >= 0 ? Map.Get(param) : Map.GetAdd(param) = init;
}

bool XMLConfig::GetBool(const String& param, bool init)
{
 String r = Get(param, init ? "true" : "false");
 return (r == "true"  || r == "1") ? true : ((r == "false" || r == "0") ? false : init);
}

int XMLConfig::GetNumber(const String& param, int init, int min, int max)
{
```

```
 int r = ScanInt( Get(param, AsString(init)) );
 if (r < min) { r = min; Set(param, AsString(init)); }
 if (r > max) { r = max; Set(param, AsString(init)); }
 return r;
}

void XMLConfig::Remove(const String& param)
{
 int i = Map.Find(param);
 if (i < 0) return;
 Map.Remove(i);
}

void XMLConfig::Clear()
{
 Language= LNGFromText("EN-EN");
 Name.Clear();
 Path.Clear();
 Map.Clear();
}

void XMLConfig::Xmlize(XmlIO xml)
{
 XmlizeLang(xml, "language", Language);
 xml("name", Name);

 XmlIO prop(xml.GetAdd("properties"));
 String param, value;

 if (xml.IsStoring())
  for(int i = 0; i < Map.GetCount(); i++)
  {
   param = Map.GetKey(i);
   value = Map[i];
   prop.Add("property").Attr("name", param).Attr("value", value);
  }
 else
  for (int i = 0; i < prop->GetCount(); ++i)
  {
   const XmlNode* n = &prop->Node(i);
   Set(n->Attr("name"), n->Attr("value"));
  }
}

XMLConfig& XMLConfig::DumpXML()
{
 DUMP(Name);
 DUMP(Path);
```

```
 for (int i = 0; i < Map.GetCount(); i++)
  LOG(Map.GetKey(i) + " = " + Map[i]);
 return *this;
}

bool XMLConfig::Load(const String& path)
{
 Path = path;
 return path == "" ? LoadFromXMLFile(*this) : LoadFromXMLFile(*this, path);
}

bool XMLConfig::Save(const String& path)
{
 Path = path;
 return path == "" ? StoreAsXMLFile(*this, "data") : StoreAsXMLFile(*this, "data", path);
}

END_UPP_NAMESPACE
```

XMLConfigTest.cpp

```
#include <XMLConfig/XMLConfig.h>
using namespace Upp;

CONSOLE_APP_MAIN
{
 XMLConfig x("Test!", "EN-EN");
 x.Set("K01", "V01");
 x.Save();
}
```

File Attachments

1) XMLConfig.rar, downloaded 230 times
2) XMLConfigTest.rar, downloaded 450 times

Subject: Re: Strange issue with VectorMap<String, String>
Posted by Sc0rch on Mon, 12 Apr 2010 11:58:29 GMT
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Well, when I've removed this funcs:

```
XMLConfig& Set(const String& param, bool value);
XMLConfig& Set(const String& param, int value);
```

all is working now.

Why Set-func cann't be overloaded?

Best regards and sorry for my English,
Anton

Subject: Re: Strange issue with VectorMap<String, String>
Posted by mirek on Fri, 16 Apr 2010 09:57:37 GMT
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Sc0rch wrote on Mon, 12 April 2010 07:58Well, when I've removed this funcs:

XMLConfig& Set(const String& param, bool value);
XMLConfig& Set(const String& param, int value);

all is working now.

Why Set-func cann't be overloaded?

Best regards and sorry for my English,
Anton

They can. The problem is here:

```
XMLConfig& XMLConfig::Set(const String& param, bool value)
{
 return Set(param, value ? "true" : "false");
}
```

Preferred conversion of const char * is to bool - it is straight, while -> String it requires constructor pass. So you have infinite recursion here.

Fix: Add

```
XMLConfig& XMLConfig::Set(const String& param, const char *value)
{
 Map.GetAdd(param) = value;
 return *this;
}
```

Subject: Re: Strange issue with VectorMap<String, String>
Posted by Sc0rch on Fri, 16 Apr 2010 10:15:20 GMT
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luzr wrote on Fri, 16 April 2010 16:57
Preferred conversion of const char * is to bool - it is straight, while -> String it requires constructor pass. So you have infinite recursion here.

Fix: Add

```
XMLConfig& XMLConfig::Set(const String& param, const char *value)
{
 Map.GetAdd(param) = value;
 return *this;
}
```

My mistake. All works now. Thank you for support!
P.S. The best toolkit.