Subject: XmlRpc Bugfixes
Posted by zsolt on Wed, 13 Apr 2011 21:14:00 GMT
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I was not able to send array or vector of structs because of some missing functionalities.

These are the fixed functions in XmlRpc.h from line 111:

```
template <class T>
void ValuePut(Value& v, const Array<T>& x)
{
 ValueArray va;
 for(int i=0; i<x.GetCount(); i++){
  Value vs;
  ValuePut(vs, x[i]);
  va.Add(vs);
 }
 v = va;
}

template <class T>
void ValuePut(Value& v, const Vector<T>& x)
{
 ValueArray va;
 for(int i=0; i<x.GetCount(); i++){
  Value vs;
  ValuePut(vs, x[i]);
  va.Add(vs);
 }
 v = va;
}
```

I attached a demo demonstrating the fixes.

There is a server sending a struct with an array and a vector of struct and a client showing the received data.

These would be useful as reference examples, I think.

File Attachments

1) XmlRpcArrayExamples.7z, downloaded 430 times

Subject: Re: XmlRpc Bugfixes
Posted by mirek on Thu, 14 Apr 2011 07:57:56 GMT
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zsolt wrote on Wed, 13 April 2011 17:14I was not able to send array or vector of structs because

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  Value vs;
  ValuePut(vs, x[i]);
  va.Add(vs);
 }
 v = va;
}
```

I attached a demo demonstrating the fixes.

There is a server sending a struct with an array and a vector of struct and a client showing the received data.

These would be useful as reference examples, I think.

Fixed using a little bit different code, I have added support to ArrayMap and VectorMap as well...

Subject: Re: XmlRpc Bugfixes
Posted by zsolt on Thu, 14 Apr 2011 08:25:22 GMT
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Thanks.
