
Subject: Storing VectorMap

Posted by [idkfa46](#) on Fri, 18 May 2012 07:12:01 GMT

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Hallo guys,

I'm here again with a new little drawback xmlizing my VectorMap<Value, Value> v.

Xmlize pseudocode:

```
void prova6::Xmlize(XmlIO& xml)
{
    if(xml.IsLoading())
        {...}
    if(xml.IsStoring())
    {
        v.Add(elemento);

        XmlizeStore(xml, v);
        xml.Add("valori")
            ("elem", val);
    }
}
```

I'm trying to obtain something like this:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<!DOCTYPE Materiali>
<Materiali>
  <key>gcvh</key>
  <valori>
    <elem value="5"/>
  </valori>
</Materiali>
```

but, at the moment the result is:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<!DOCTYPE Materiali>
<Materiali>
  <key type="String">gcvh</key>
  <value type="void"/>
  <valori>
    <elem value="5"/>
  </valori>
</Materiali>
```

Is there a way to eliminate type="String" and <value type="void"/> ?

Regards,
Matteo

Subject: Re: Storing VectorMap
Posted by [idkfa46](#) on Fri, 18 May 2012 09:24:45 GMT
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Solved (thank you Max) using

```
VectorMap<int, String> v;
```

and

```
...  
if(xml.IsStoring())  
{  
    v.Add(dl.GetCount(), elemento);  
  
    XmlIzeStore(xml, v.GetValues());  
    xml.Add ("valori")  
        ("elem", val)  
        ;  
...  

```

Regards,
Matteo
