Subject: ArrayCtrl Xmlize
Posted by deep on Sat, 15 Dec 2012 06:40:28 GMT
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Hi,

I required ArrayCtrl Xmlize function.

I added this function in uppsrc/CtrlLib/ArrayCtrl.h file.

In case it is useful to someone. Changes ...

Add this line to uppscr/CtrlLib/ArrayCtrl.h

```
template<> void Xmlize(XmlIO& xml, ArrayCtrl& a) ;
```

Add these line to uppscr/CtrlLib/ArrayCtrl.cpp

```
template<> void Xmlize(XmlIO& xml, ArrayCtrl& a) {
   Vector< Vector<Value> > v0;

   if(xml.IsLoading()) {
      xml("data", v0);
      for( int i = 0 ; i < v0.GetCount() ; i++){
         Vector<Value> v1 = v0[i];
         a.Add(v1);
      }
   } else {
      for (int i=0; i < a.GetCount() ;i++) {
         Vector<Value> v1 = a.GetLine(i);
         v0.Add(v1);
      }
      xml("data", v0);
   }
};
```