
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);  
    }  
};
```