Subject: Save and file extension
Posted by idkfa46 on Thu, 29 Aug 2013 09:10:27 GMT
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Hi all,
someone can give me an example for saving with xmlize and define the file extension and maybe the icon too ?

```
FileSel fs;
String filename;

void xxx::Save()
{
   if(IsEmpty(filename)) { SaveAs(); return; }

   if(!StoreAsXMLFile(*this, "STD", filename + ".ext"))
  Exclamation("Unable to open " + filename);
}

void xxx::SaveAs()
{
   if(!fs.ExecuteSaveAs()) return;
   filename = fs;
   Save();
}
```

Regards,
Matteo

Subject: Re: Save and file extension
Posted by BioBytes on Thu, 29 Aug 2013 19:58:16 GMT
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Hi Matteo,

Did you check this below ?

www.ultimatepp.org/reference$Xmlize$en-us.html

Cheers

Biobytes

Subject: Re: Save and file extension
Posted by BioBytes on Fri, 30 Aug 2013 06:50:50 GMT
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Hi Matteo,

Perhaps also

http://www.ultimatepp.org/examples$XmlView$en-us.html

Biobytes

Subject: Re: Save and file extension
Posted by idkfa46 on Fri, 30 Aug 2013 08:18:48 GMT
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I'm sorry but I cant see nothing about file extension and file icon.

I'd like to:
-define my own .Ext
-save file in the following format file.Ext
-Add Icon to files with .Ext

Regards,
Matteo

Subject: Re: Save and file extension
Posted by koldo on Fri, 30 Aug 2013 10:53:28 GMT
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Hello Matteo

I just do the same .

Subject: Re: Save and file extension
Posted by BioBytes on Fri, 30 Aug 2013 18:25:23 GMT

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Did you think of serialization and streams ?

Regards

Biobytes

Subject: Re: Save and file extension
Posted by wimpie on Wed, 11 Sep 2013 18:18:27 GMT
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I don't know the answer right now,
but if I understand your question correctly, the problem is not the saving of your file (you decide the filename+ext) but how the OS treats this ext.
The question really is how to register the extension with icon to the OS

Subject: Re: Save and file extension
Posted by idkfa46 on Wed, 11 Sep 2013 18:39:17 GMT
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Yup, that's all....
Maybe a better solution to check and add file etension in save() too....

Matteo

Subject: Re: Save and file extension
Posted by ManfredHerr on Sun, 15 Sep 2013 15:04:11 GMT
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An example of mine to store Object of XXX_Editor as XML.
Please look at "Type" and "ForceExt" functions.

```
void XXX_Editor::SaveAsXML()
{
 FileSel fs;
 fs.Type("XML XXX File","*.xml");
 if(fs.ExecuteSaveAs()) {
  filename = fs;
  Object.name = GetFileTitle(filename);
  filename = ForceExt(filename, ".xml");
  StoreAsXMLFile(Object,Object.name,filename);
  IsModified = false;
```

```
 }
}
```