
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](http://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](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 extension 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;
    }
}
```

```
}  
}
```