Subject: Is XML compression possible by U++ library call?
Posted by Klugier on Tue, 10 Jun 2014 18:44:13 GMT
View Forum Message <> Reply to Message

Hello,

I would like to ask is there any way to compress XML in U++ by simply library call?

Suppose I have something like this:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes" ?>
<MyXML>
   <Data>
      ...
   </Data>
</MyXML>
```

And I would like to have:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"
?><MyXML><Data>...</Data></MyXML>
```

This task is not trivial and we can't write simply: "xml.Replace("\n", "") and xml.Replace("\t", "")". If internal tag possess this two characters then we will lose them.

Sincerely,
Klugier

Subject: Re: Is XML compression possible by U++ library call?
Posted by mirek on Wed, 11 Jun 2014 06:08:05 GMT
View Forum Message <> Reply to Message

If I supposed we are talking about XmlTag, then simple way, no. To be frank, I am not quite satisfied with XmlTag, there are two counter-requirements, on one side we would like to have nice-formated XML, on other, sometimes that is not what you exactly want....

If your XML is not huge and you are willing to sacrifice some performance, you can solve the issue by parsing to XmlNode, then using AsXML without XML_PRETTY. Or, perhaps, just use XmlNode.