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Subject: Re: read XML with IDL

Posted by [penteado](#) on Thu, 15 Jul 2010 17:13:54 GMT

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On Jul 15, 1:57 pm, Karl <karl.w.schu...@gmail.com> wrote:

- > You'd have to be careful here when defining the planet IDL structure.
- > If you define it based on the first planet you encounter, you're going
- > to have to redefine it later (big problem) or make your "schema
- > discovery" code much more robust.
- >
- > I'm just trying to say that it isn't typical (I think) to write XML
- > parsing code without integrating in some solid schema for the data.
- > If you want to do it anyway, the XMLDOM class allows you the maximum
- > flexibility in "discovering" your data on the fly.

Which is why it would be a lot easier with hashes instead of structures, as the fields could be edited during the discovery process. When the whole thing is done, if a structure is really necessary, the final hash could be relatively easily converted to a structure (how easily depends on which functions IDL 8 will have to convert hashes to structures; this case would be a bit trickier due to recursion).

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