

# iXmlDocument

## Fields

iXmlDocument has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
bool	CreateFromFile	const <a href="#">tWString</a> &in asPath	
bool	Save		
bool	SaveToFile	const <a href="#">tWString</a> &in asPath	
int	GetErrorRow		
int	GetErrorCol		
const <a href="#">tString</a> &	GetValue		
void	SetValue	const <a href="#">tString</a> &in asValue	
<a href="#">eXmlNodeType</a>	GetType		
<a href="#">iXmlNode</a> @	GetParent		
<a href="#">cXmlElement</a> @	ToElement		
<a href="#">cXmlElement</a> @	GetFirstElement		
<a href="#">cXmlElement</a> @	GetFirstElement	const <a href="#">tString</a> &in asName	
<a href="#">cXmlElement</a> @	CreateChildElement	const <a href="#">tString</a> &in asName	
<a href="#">cXmlText</a> @	ToText		
<a href="#">cXmlText</a> @	GetFirstText		
<a href="#">cXmlText</a> @	GetFirstText	const <a href="#">tString</a> &in asText	
<a href="#">cXmlText</a> @	CreateChildText	const <a href="#">tString</a> &in asText	
<a href="#">cXmlNodeListIterator</a> @	GetChildIterator		
<a href="#">tString</a>	GetAttributeString	const <a href="#">tString</a> &in asName, const <a href="#">tString</a> &in asDefault	
float	GetAttributeFloat	const <a href="#">tString</a> &in asName, float afDefault	
int	GetAttributeInt	const <a href="#">tString</a> &in asName, int aiDefault	
bool	GetAttributeBool	const <a href="#">tString</a> &in asName, bool abDefault	
<a href="#">cVector2f</a>	GetAttributeVector2f	const <a href="#">tString</a> &in asName, const <a href="#">cVector2f</a> &in avDefault	
<a href="#">cVector3f</a>	GetAttributeVector3f	const <a href="#">tString</a> &in asName, const <a href="#">cVector3f</a> &in avDefault	
<a href="#">cColor</a>	GetAttributeColor	const <a href="#">tString</a> &in asName, const <a href="#">cColor</a> &in aDefault	
void	SetAttributeString	const <a href="#">tString</a> &in asName, const <a href="#">tString</a> &in asVal	
void	SetAttributeFloat	const <a href="#">tString</a> &in asName, float afVal	

Return Type	Function Name	Parameters	Description
void	SetAttributeInt	const <a href="#">tString</a> &in asName, int aVal	
void	SetAttributeBool	const <a href="#">tString</a> &in asName, bool abVal	
void	SetAttributeVector2f	const <a href="#">tString</a> &in asName, const <a href="#">cVector2f</a> &in avVal	
void	SetAttributeVector3f	const <a href="#">tString</a> &in asName, const <a href="#">cVector3f</a> &in avVal	
void	SetAttributeColor	const <a href="#">tString</a> &in asName, const <a href="#">cColor</a> &in aVal	

## Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

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