

# PoolEdit Parser

## v1.5.0

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## PoolEdit Parser

The Pooledit parser is a program that parses XML files created with the PoolEdit editor (<https://github.com/moehman/PoolEditDist>). It is an example program showing how the XML files can be parsed at run-time, but it can also be used to parse pools offline for predefined virtual terminals (VTs).

## Usage

The PoolEdit parser can only read Embedded XML created by the PoolEdit editor. The parser has two output formats: binary format and table format. The binary format is simply the object pool data as defined by the ISO 11783-6. The table format is a C header file that contains the binary data as an array. At the end of the file there are also information about the size of the object pool and symbolic names for the object IDs.

Example of generated header-file.

```
unsigned char pool[] = {
    0, 1, 0, 1, 1, 1, 0, 0, 0,
    3, 1, 23, 0, 0, 0, 0, 0,
    2, 1, 11, 61, 0, 20, 0, 0, 3, 1, 1, 255, 255, 0, 7, 0, 84, 101, 115,
116, 105, 110, 103, 0,
    1, 1, 1, 1, 4, 1, 1, 0, 2, 1, 75, 0, 83, 0,
    4, 1, 4, 1, 0, 0,
    5, 1, 23, 0, 0, 0, 0, 0,
    6, 1, 24, 0, 1, 255, 255, 0
};

#define POOL_SIZE 78

#define workingset 256
#define datamask 257
#define softkeymask 260
#define fontattributes6x8 261
#define lineattributes 262
```

The virtual terminal parameters can be changed from the command line. The default VT parameter values are:

- mask size = 200x200 pixels
- softkey size = 60x32 pixels
- nro of colors = 256

Some examples:

Generate a binary file from the XML file:

```
pooleditparser mini_export.xml out.dat
```

Generate a header file from the XML file:

```
pooleditparser mini_export.xml out.h -table
```

Generate a header file from the XML file with dimensions of 480x480 and 16 colors:

```
pooleditparser mini_export.xml out.h -table -d=480 -c=16
```

Show version information:  
`pooleditparser -v`

## Source code and compiling

The following files are provided:

- *parserdef.h*                structure definitions for the ISOBUS objects
- *xml.h*                        functions for reading the embedded XML format
- *xml.cxx*                    ... and its implementation
- *parser.h*                    the processing of the embedded XML format
- *parser.cxx*                ... and its implementation
  
- *pooleditparser.cxx*        the source code of the PoolEdit parser

The *Expat XML Parser library* is required for compiling the PoolEdit parser. See [expat.sourceforge.net](http://expat.sourceforge.net).

### Windows

The PoolEdit parser is compiled with *Dev-C++*. After installing *Dev-C++* and adding the required Expat files, the *pooleditparser.dev* file can be opened, edited and compiled.

Parser should compile also with *Microsoft Visual Studio 2005*. Link with *libexpat.lib* and configure compiler so that it will find the *expat.h* file.

### Linux

To compile parser under Linux, the *parser.cxx* file should be edited so that compiler can find the *expat.h*. After that, the PoolEdit parser can be compiled with *g++*.

Some examples:

```
g++ -o pooleditparser pooleditparser.cxx parser.cxx xml.cxx  
/usr/local/lib/libexpat.a
```

or alternatively using dynamic linking:

```
g++ -o pooleditparser pooleditparser.cxx parser.cxx xml.cxx -lexpat
```