

# XML

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/plugin-reference/xml>

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The **XML** plugin can parse and read data from XML documents. It uses **XPath** to access the XML document. XPath is a kind of query language for XML, similar to how SQL is a query language for databases. A description of how to use XPath is out of the scope of this manual; there are some free tutorials you can search for on the web.

[Click here to open an example of the XML plugin.](#)

Currently the XML plugin is read-only. You can read data but not change any values in the XML document.

## Scripting

This object has no script interface, because when using JavaScript or TypeScript coding you can use the browser built-in APIs for [parsing and serializing XML](#).

## Loading an XML document

XML must be loaded as a string with the *Load* action. If you have a small snippet of XML, you can paste it directly in to the action parameter - but note in expressions a double-quote character (`"`) must be repeated twice (`""`) to avoid ending the string, which can be inconvenient. Instead it is recommended to load an XML [project file](#) using the **AJAX** object. When the AJAX request completes, pass `AJAX.LastData` in to the *Load* action. Then the data from the file can be used.

## XML conditions

### For each node

Repeat the event once for each node returned by an XPath query. Typically this will be used with a query that returns multiple nodes, e.g. `"/bookstore/book"` to select all "book" nodes under "bookstore". In the *For each node* event, the current node is set to the one currently being iterated. This means relative XPaths, like `"title/text()"`, work relative to the current node (in this case returning the text of the child "title" tag). *For each node* can also be nested, so you can iterate another list relative to the current node.

## XML actions

### Load

Load an XML document from a string. See 'Loading an XML document' above.

## XML expressions

## **NodeCount**

Return the number of nodes returned by an XPath expression. For example, this can count the number of elements with a given name. In a *For each node* event, the XPath is relative to the current node.

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## **NumberValue**

Return a number from an XPath expression. If multiple values are returned, only the first value is retrieved. In a *For each node* event, the XPath is relative to the current node.

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## **StringValue**

Return a string from an XPath expression. If multiple values are returned, only the first value is retrieved. In a *For each node* event, the XPath is relative to the current node.