XML Definition

Complex Types are defined in an XML Schema file which is located at “cgi_studio_connector/schema/ComplexType.xsd”. This file can be used to validate xml files and with some editors (e.g. Visual-Studio) and provide code-completion when writing the XML file.

ComplexTypeDefinition-Element

Root Element. List of Complex types.

Attributes:
None

Children:

Argument	Occurrence	Description
ComplexType	0 - *	Complex type

ComplexType-Element

Defines a specific Complex type.

Attributes:

Argument	Occurrence	Description
native_type	Yes	Native data type (e.g. Candera::Vector3)
basic_type	Yes	Corresponding basic type. Valid values are: - Double - Single - Int8 - UInt8 - Int16 - UInt16 - Int32 - UInt32 - Int64 - UInt64 - Bool
basic_type_length	Yes	Length of basic type -1: Dynamic size >0: Fixed size

default_value	Yes	Default value of type

Children:
None

Sample

Below a sample XML file is shown

```
<?xml version="1.0"?>
<ComplexTypeDefinition xsi:noNamespaceSchemaLocation="../../tools/Core/Schema/ComplexType.xsd"
                       xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
   <ComplexType native_type="Candera::Vector2" basic_type="Single" basic_type_length="2"
                        default_value="Candera::Vector2(0.0F, 0.0F)"/>
   <ComplexType native_type="Candera::Vector3" basic_type="Single" basic_type_length="3"
                        default_value="Candera::Vector3(0.0F, 0.0F, 0.0F)"/>
   <ComplexType native_type="FeatStd::String" basic_type="UInt8" basic_type_length="-1"
                        default_value="FeatStd::String(&amp;quot;&amp;quot;)"/>
   <ComplexType native_type="Custom::ByteArray" basic_type="UInt8" basic_type_length="-1"
                        default_value=""/>
</ComplexTypeDefinition>
```

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