

Streaming XML

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- *From:* nano2k <adrian.rotaru@xxxxxxxxxxxx>
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Hi

In my application I manage an XmlDocument object.

This document object grows bigger and bigger while the application runs.

The document is used as a buffer of data, so it's frequently updated and read, that's why I'm keeping it in memory.

When the application closes, I save the cached data on the disk. Next time the app starts, I load the saved data and continue working with that buffered data.

I have 2 issues regarding this:

1. The first is related to memory usage. My document may grow up to tens or hundreds megabytes in occupied memory. Is it another proper way of keeping this object besides the "classical" in-memory?
2. When saving the document, I want to compress it. To do that, I have a compressor class that compresses a IO.Stream. How do I stream the XML document?

Thanks.

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