

**NAME**

XML::XPath::PerlSAX - A PerlSAX event generator for my weird node structure

**SYNOPSIS**

```
use XML::XPath;
use XML::XPath::PerlSAX;
use XML::DOM::PerlSAX;

my $xp = XML::XPath->new(filename => 'test.xhtml');
my $paras = $xp->find('/html/body/p');

my $handler = XML::DOM::PerlSAX->new();
my $generator = XML::XPath::PerlSAX->new( Handler => $handler );

foreach my $node ($paras->get_nodelist) {
    my $domtree = $generator->parse($node);
    # do something with $domtree
}
```

**DESCRIPTION**

This module generates PerlSAX events to pass to a PerlSAX handler such as XML::DOM::PerlSAX. It operates specifically on my weird tree format.

Unfortunately SAX doesn't seem to cope with namespaces, so these are lost completely. I believe SAX2 is doing namespaces.

**Other**

The XML::DOM::PerlSAX handler I tried was completely broken (didn't even compile before I patched it a bit), so I don't know how correct this is or how far it will work.

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