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Subject: (Possible) Serialization issue

Posted by [Mindtraveller](#) on Wed, 30 Jul 2008 05:14:21 GMT

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Short description: while loading binary data from file, stream.IsStoring() returns true and stream.IsLoading() returns false.

Compatible testcase: class TestClass

```
{
public:
    void Serialize (Stream &stream);

private:
    int b;
};

void TestClass::Serialize(Stream &stream)
{
    if (stream.IsStoring())
    {
        int a = 0; //BREAKPOINT STOP HERE!
    }
    if (!stream.IsLoading())
    {
        int a = 1; //BREAKPOINT STOP HERE!
    }

    stream % b;
}
```

CONSOLE\_APP\_MAIN

```
{
    TestClass testClass;
    LoadFromFile(testClass, ".config");
}
```

Recommended behaviour: in a number of situations it is vital to know if one loads or saves data. Correct IsStoring/IsLoading behaviour here is welcome.

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