
Subject: Re: (Possible) Serialization issue
Posted by [bytefield](#) on Mon, 04 Aug 2008 07:36:26 GMT
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Well, what if we use a "dirty" solution and instead of renaming it we declare a pointer to Load function and then declare Load as deprecated and after a while replace that pointer with content from Load, resulting a new function LoadFromFileWithBackup?

// Solution

```
bool (*LoadFromFileWithBackup)(Callback1<Stream&> serialize, Stream& stream) = & Load;
```

and after a while...

```
bool LoadFromFileWithBackup(Callback1<Stream&> serialize, Stream& stream)
{
    StringStream backup;
    backup.SetStoring();
    serialize(backup);
    ASSERT(!backup.IsError());
    stream.SetLoading();
    stream.LoadThrowing();
    try {
        CheckedSerialize(serialize, stream);
    }
    catch(LoadingError) {
        backup.Seek(0);
        backup.SetLoading();
        serialize(backup);
        ASSERT(!backup.IsError());
        return false;
    }
    return true;
}
```
