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Subject: Re: (Possible) Serialization issue  
Posted by [nixnixnix](#) on Wed, 13 Aug 2008 19:11:28 GMT  
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I retract my former comments

Nick

p.s. this is my attempt to setup a framework in which I can see the size of objects before I read them or alternatively just read past them.

```
int OCOE::GetSize()
{
    SizeStream s;

    Serialize1(s);

    int bytes = s.GetSize();

    return bytes;
}
```

```
void OCOE::Serialize(Stream& s)
{
    int n;

    if(s.IsStoring())
    {
        n = GetSize(); // i.e. this is a variable sized object
    }

    s % n;

    Serialize1(s);
}
```

```
void OCOE::Serialize1(Stream& s)
{
    int version = VERSION_MAJOR*100000000 + VERSION_MINOR*1000000 /*+
VERSION_VAR*10000*/ + VERSION_COMMIT;
    int n = version;
    s % n; // so you can check it and do logic on it
```

```
String sType = "OCOE";
s % sType;
```

```
s % m_fRoadBase;  
s % m_fRoadExtant;  
s % m_fRoadMaxGrad;  
s % m_fRoadMinRadius;  
s % m_fRoadX;
```

...

I don't think the `SizeStream::GetSize()` function does what I hoped it does though so I need to keep looking for an easily maintainable solution...

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