
Subject: Re: Report serialization
Posted by [mirek](#) on Mon, 03 Nov 2008 09:46:03 GMT
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BioBytes wrote on Mon, 03 November 2008 03:46Hi all of you,

I tried to save report on disque via serialization and I face an issue with reading the file from the disk. I succeeded to write via fileout but when my application tries to read it using FileIn I get an Assertion failure in Core.h.

I join the code used in my application

I would be grateful if somebody could advice me on what is wrong.

Thanking in advance for your help

Kind regards

Biobytes

Well, for starters, `const Array<Drawing>&` is returned. You should not be writing to it.

There is unfortunately on "impedance mismatch" with C++ standard which in this case bites you - that `const Array` gets destroyed by "pick".

[http://www.ultimatepp.org/srcdoc\\$Core\\$PickTypes\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$PickTypes$en-us.html)

[http://www.ultimatepp.org/srcdoc\\$Core\\$pick_\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$pick_$en-us.html)

Second problem is that there is more state info involved than mere page Drawings.

What should work is to cycle through `Array<Drawing>`, read individual Drawing into separate variable and store one by one.

Then on loading, load Drawing and draw it to pages.

That is completely transparent. And no need to derive from Report.

Mirek
