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Subject: Re: (Possible) Serialization issue

Posted by [mrjt](#) on Mon, 03 Nov 2008 14:09:17 GMT

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StoreToFile uses CheckedSerialize, which writes extra data to the file for error-detection.

Unfortunately this function doesn't have a public header, so you have three options:

1- Don't use StoreToFile (easiest)

2- Reproduce CheckedSerialize:

```
void CheckedSerialize(const Callback1<Stream&> serialize, Stream& stream)
```

```
{  
    int pos = (int)stream.GetPos();  
    stream.Magic(0x61746164);  
    serialize(stream);  
    stream.Magic(0x00646e65);  
    pos = int(stream.GetPos() - pos);  
    stream.Magic(pos);  
}
```

3- Persuade Mirek that it should be public

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