
Subject: Re: (Possible) Serialization issue
Posted by [Mindtraveller](#) on Tue, 04 Nov 2008 07:30:55 GMT
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mrjt wrote on Mon, 03 November 2008 17:09

1- Don't use StoreToFile (easiest) I continued trying to avoid LoadFromFile() with such a testcase: String filenameConfig = "../.." + root + "/config";
LoadFromFile(site, filenameConfig); // config is OK

```
FileOut fOut;  
if (fOut.Open(filenameConfig)) // config is OK  
{  
    site.Serialize(fOut);  
    fOut.Close();  
}
```

```
FileIn fln;  
if (fln.Open(filenameConfig))  
{  
    site.Serialize(fln); // config corrupted!  
    fln.Close();  
}
```

Even without using StoreToFile() I can't use simple Serialize(), and U++ forces user to use StoreToFile/LoadFromFile. And it looks like Serialize(FileOut) uses the same magic header as Serialize(FileIn) doesn't.
