
Subject: Re: (Possible) Serialization issue

Posted by [Mindtraveller](#) on Tue, 04 Nov 2008 07:30:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.
