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Subject: Re: (Possible) Serialization issue  
Posted by [mrjt](#) on Tue, 04 Nov 2008 10:29:18 GMT  
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MindtravellerEven 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.

I don't see how you're forced to use StoreToFile/LoadFromFile, I actually rarely do. And I can assure you that Serialize does work and that there are no magic headers.

I appreciate your frustration, but I'm pretty sure that the problem here is something in your code.

- In your test above, there are no checks on 'fOut.Open(filenameConfig)' failing. This would cause fin to read garbage.

- Check your serialization. If StoreToFile/LoadFromFile works then this should be fine but a simple test would be:

```
StringStream s;  
int64 inpos, outpos;  
  
// Write  
site.Serialize(s);  
outpos = s.GetPos();  
//Read  
s.SetLoading();  
s.Seek(0);  
site.Serialize(s);  
inpos = s.GetPos();  
ASSERT(inpos == outpos);
```

I hope that helps.

James

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