Subject: serialization
Posted by gprentice on Sun, 02 Apr 2006 11:18:26 GMT
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In the serialize reference example, this code appears to cleverly handle both the saving and restoring - is that correct?

```
void Serialize(Stream& s)
{
 s % q % text % data;
}
```

Suppose you have 100 items to save/restore - is there any reason not to chain all together in one long expression?

Comparing with .ini file, suppose some objects get removed - is there any alternative to having "dummy" objects of the correct type so that you can still read in data that was saved with now obsolete items?

Graeme