

I have tried to optimize it a little, please check:

```
void HeaderCtrl::Serialize(Stream& s) {
    int version = 0x03;
    s / version;
    if(version < 0x01) {
        int n = col.GetCount();
        s / n;
        for(int i = 0; i < n; i++)
            if(i < col.GetCount()) {
                int n;
                s / n;
                col[i].ratio = n;
            }
        else {
            int dummy = 0;
            s / dummy;
        }
    }
    else {
        int n = col.GetCount();
        s / n;
        if(version < 0x02)
            for(int i = 0; i < n; i++)
                if(i < col.GetCount())
                    s % col[i].ratio;
                else {
                    int dummy = 0;
                    s % dummy;
                }
        else {
            int t = 0;
            for(int i = 0; i < n; i++) {
                if(n == col.GetCount()) {
                    int ndx = col[i].index;
                    double r = col[i].ratio;
                    s % ndx;
                    s % r;
                    int q = FindIndex(ndx);
                    if(q >= 0) {
                        col[q].ratio = r;
                        col.Swap(t++, q);
                    }
                }
            }
        }
    }
}
```

```
if(version >= 0x03) {
    bool visible = IsTabVisible(i);
    s % visible;
    if(i<GetCount()) ShowTab(i, visible);
}
}
else {
    int dummy = 0;
    double dummy2 = 1.0;
    bool dummy3 = false;
    s % dummy;
    s % dummy2;
    if(version >= 0x03)
        s % dummy3;
}
}
}
}
if(s.IsLoading()) {
    Refresh();
    WhenLayout();
}
}
```
