I need to save/restore a class hyerarchy to/from stream; the result should be something like that :


<Pages>
   <Page class = "myclass">
   ....here object content, as per Xmlize
   </Page>
</Pages>


I already have a class factory able to create class by name, but I don't know how to put all
together. In particular, I need to work with streams, not files; the code should be able to read/write
from the current byte of stream, and leave it positioned on next data.
Assuming 'Page' is my hierarchy base class, it should be :


Page *CreatePage(const char *className);  <== DONE
Array<String> GetAvailablePages(void);    <== DONE

class page
{
   protected:
      virtual void Xmlize(XmlIo xml) = 0;  <== EASY, I think
   public:
      static Page *LoadStream(Stream &s);  <== ???
      virtual bool SaveStream(Stream &s);  <== ???

}


Any hint on how to do it ?

Ciao

Max