
Subject: Re: PROPOSAL: SerializeStore helper
Posted by [mirek](#) on Tue, 19 Oct 2010 13:28:49 GMT
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kohait00 wrote on Tue, 19 October 2010 06:05just a short add..

XmlizeStore exists, to be able to handle 'const T& x'
I couldnt find anything similar for Serialize..
here is a solution.

```
template<class T>
void SerializeStore(Stream& s, const T& x)
{
    ASSERT(s.IsStoring());
    s % const_cast<T&>(x);
}
```

this makes thing possible like

```
SerializeStore(s, mymap.GetKey(i));
```

without the hassle of a const_cast each time..and an ASSERT is there..

any better solution or didnt i think of every pitfall..

Well, the equivalent function is there, called "Store", but it now accepts only non-const parameter - so the change would be there...

The problem I possibly see with it (and in fact, maybe the XmlizeStore is wrong) is that you are giving option to client code to change const object... I mean, nothing prevents Serialize to mutate the object.

But perhaps I am wrong... Another opinion?