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Subject: Optional serialization techniques

Posted by [Mindtraveller](#) on Thu, 24 Feb 2011 15:27:49 GMT

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I have a version 1.0 of my application which serializes a VectorMap of some object into the file with StoreToFile. We of course know that if VectorMap object is being changed, the whole de-serialization is failed.

So here is my problem: I develop 1.1 version with objects which are slightly different. And actually what I want is that 1.1 version reads everything from config file ignoring the fact that objects can't be de-serialized completely (I just add more members since 1.0).

I don't want to make object members 'dynamic' (using VectorMap<String,Value> instead of plain members).

Yes, and I really don't want to use XML as speed is the most important in this case. And there is no problem just adding new members since new version (not removing old or replacing them).

Can you please suggest the most effective way of doing it?

Effective means the most quickly working while not rewriting all of U++ serialization code

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