Hi,

I am realising that I don't really know how File Streams and Serialization works.

In UPP is there a mechanism to lock a file while my app runs and then release it when I either close the app or load a new file please?

Also, there isn't much of a preamble to the Serialization section in the documentation. I thought I knew how that works but some of my users tell me that sometimes when openWind crashes it mangles the file that it was loaded from. This makes me think there might be more to Serialization than I realise. Or are they making it up?

Cheers,

Nick