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Subject: Re: File locking and Serialization  
Posted by [koldo](#) on Wed, 16 May 2012 07:33:36 GMT  
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Hello Nixnixnix

AFAIK U++ serialization classes only touch the files when you call the Load... (for reading) and Store... (for writing) functions.

Personally I prefer Xmlize and Jsonize over Serialize because they are more robust to class changes and because it is very easy to check problems. If I do not want the user to read the file I just encrypt it. If it is too large I zip it (before encrypting it ).

Now, what happen if more than one user can access a ...lize file at the same time for reading and writing... IMHO you leave them at their fate.

I think in that case you should design a blocking system.

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