Subject: Re: File locking and Serialization
Posted by mirek on Wed, 16 May 2012 10:03:05 GMT

nixnixnix wrote on Tue, 15 May 2012 18:46Hi,

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?

Well, this is only likely if it crashes during Serialize, or if Serialize has done something wrong before (and perhaps it crases BECAUSE files are mangled).

About locking, FileOut (used by serialization) is locking the output file by default.