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Subject: Re: Serialize of derived classes

Posted by [mirek](#) on Tue, 22 May 2012 11:08:42 GMT

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koldo wrote on Tue, 22 May 2012 05:15Hello all

By doing the enclosed code MyClass data is serialized but MyClassA is not used.

How it has to be done to store the data of MyClassA including the data of the parent MyClass?

```
struct MyClass {  
    MyClass(int data) : data(data) {};  
    int data;  
    void Serialize(Stream& stream) {stream % data;}  
};
```

```
struct MyClassA : public MyClass {  
    MyClassA(int dataA) : dataA(dataA) {data = dataA*2;};  
    int dataA;  
    void Serialize(Stream& stream) {stream % dataA; MyClass::Serialize(stream);}  
}
```

```
struct MyClassList {  
    Array<MyClass> elems;  
    void Serialize(Stream& stream) {stream % elems;}  
};
```

```
...  
elems.Add(new MyClassA(12));  
StoreToFile(elems, "myfile");
```

This code is fundamentally wrong - elems can contain both MyClassA and MyClassB, means you need a class factory when loading the file (and then perhaps virtual Serialize).

In other words, Array::Serialize does not support polymorphic content...

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