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Subject: Re: Some Shocking Facts You Probably Didn't Want to Know about U++ Framework...

Posted by [Tom1](#) on Tue, 10 Nov 2020 09:03:50 GMT

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mirek wrote on Mon, 09 November 2020 23:05

Seriously, you cannot... Sorry that I might have created that impression.

I mean, you definitely can solve this, but not with out-of-box `Array::Serialize`. You need to provide your own serialization there and store the type on saving, load on loading.

In reality, this is not needed very often...

Mirek

Absolutely nothing to apologize.

Actually, I have already worked my way around this by serializing type ID and then object. However, I went the harder way by using `Vector<BaseClass*>` instead of `Array<BaseClass>` since, at the time, I did not know about the possibility to store inherited classes in an Array.

Thanks and best regards,

Tom

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