Subject: pitfall with storing integers in a stream
Posted by piotr5 on Mon, 13 Nov 2023 11:04:37 GMT

```
#include <Core/Core.h>
CONSOLE_APP_MAIN
{
 size_t num=int(-1);
 size_t small=9999;
 StringStream dump;
 dump.SetStoring();
 dump % small;
 dump.SetLoading();
 dump.Seek(0);
 dump % num;
 Cout()<<num;
}
```

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compiled with gcc or clang on a 64-bit cpu will store only the lower 32 bit and restore it in-place leaving the higher 32 bit untouched resulting in above number. Stream::operator/ works as expected though. strangely replacing size_t by uint64 makes the problem go away too. if this is intentional, I haven't seen it mentioned in the help topics...