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Subject: Stream Load serialization fired twice

Posted by [luoganda](#) on Wed, 25 Dec 2024 22:56:29 GMT

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Calling LoadFromFile stream in

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"bool Load(Event<Stream&> serialize, Stream& stream, int version){ ..."
```

calls user function "void XUserClass::Serialize(Stream& s){...}" twice.

Once with backup.SetStoring(); flag and once with stream.SetLoading();.

Both are called from Core/Stream.cpp at 1287 in "bool Load(Event<Stream&> serialize, ...".

I don't think this is normal, since user callback is fired twice.

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