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Subject: Re: Stream Load serialization fired twice  
Posted by [mirek](#) on Thu, 26 Dec 2024 17:41:28 GMT

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luoganda wrote on Wed, 25 December 2024 23:56 Calling LoadFromFile stream in  
"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.

The first one is to backup current data so that they can be restored in the event that loading fails...

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