yes, i though it has something to do with it, but...

* maybe i am wrong - but i didn't notice anything about it in
**   documentation(has a potential of 'unknown'/undetectable bugs) - personally i didn't know about it until i saw it in debugger.
**   With that i mostly mean - app could get confused, "why is there IsStoring set if i am on start and only loading something"?
**   I think i saw someone once asking about similar 'bug' about stream loading - 80% chance it was about this.
* when user is loading something, there is no need for 'backup yet(it could also be a read-only system on which this would probably fail in debug mode - on release it would go 'bug undetected')

If this can not be corrected(then 'new' documented feature is a must!!), how can one(in user callback) tell:
* if it is called from Load... by backup.Serialize with SetStoring flag set? (firing 1st time?)
* -||- but fired 2nd time - with SetLoading flag set?
* if is it really called from Load... if Storing is set?