
Subject: Re: Stream Load serialization fired twice
Posted by [mirek](#) on Tue, 04 Feb 2025 07:40:02 GMT
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luoganda wrote on Fri, 27 December 2024 14:01yes, 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?

Well, Load does what it does. If you need anything else with serialisation, you can just take stream and call Serialize directly - nothing wrong with that.

(Actually, if you do not want the functionality that Load provides, what is point of using it? Just create read stream and invoke Serialize).
