
Subject: Problem with Serialization after recompiling with U++ 2007.1beta3

Posted by [mubeta](#) on Sun, 25 Feb 2007 01:44:19 GMT

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Hi,

I have some problems compiling an application written and compiled with U++ 605. After fix some lines of code for compile with U++ 2007.1beta3, the application file previously generates with "StoreToFile(MyStruct, "filename");" is not compatible, in fact using "LoadFromFile(MyStruct, "filename");" I don't get correct data in the structure.

If I use the recompiled application for generate the same file, I found some differences from old and new version. two files, named Old and New it's attached. Differences at the position 0x43 and 0x52.

This is the structure Serialized:

```
struct Mappa {
    String  descrizione;
    int    vu, ng, vref, kt1, kt2, i0, i1;
    Vector<int>  dati;
    Vector<int>  old_res;
    Vector<Value>  resistenza;
    int    fileRel, deviceRel;
    char   unused_1;
    int    di;

    void Serialize(Stream& s) {

        if(s.IsStoring()) {
            fileRel = 262;
        }

        s % descrizione % vu % ng % dati % old_res % fileRel % unused_1;

        // Preload valori di default;
        if(s.IsLoading()) {
            vref = 180;
            di = false;
            kt1 = 200;
            kt2 = 12000;
            i0 = 15;
            i1 = 3;
            if (fileRel <= 261) {
                deviceRel = fileRel;
                for(int i=0; i<old_res.GetCount(); i++) {
                    resistenza.At(i) = old_res.At(i);
                }
            }
        }
    }
}
```

```
}  
  
if (fileRel >= 258) {  
  s % vref;  
}  
if (fileRel >= 260) {  
  s % di % kt1 % kt2 % i0 % i1;  
}  
if (fileRel >= 262) {  
  s % deviceRel % resistenza;  
}  
}  
} mappa;
```

Mauro Bottizzo.

File Attachments

- 1) [Old.bdc](#), downloaded 343 times
 - 2) [New.bdc](#), downloaded 299 times
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