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 writed end 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 verision. 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 479 times
2) New.bdc, downloaded 430 times