
Subject: Re: Value and Serialize

Posted by [mubeta](#) on Thu, 05 Apr 2007 14:12:29 GMT

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Yes, in fact I use the Vector<Value> for generic array of many data. Can be integer, double, string, etc.

Note that I found an "fast2" solution for my problem:
in Core/Value.cpp file, Value::Serialize(), after

```
if(s.IsLoading()) {  
    s / type;
```

I have added a new line:

```
if(type == 7) type = 8;
```

I fix my problem with this, but I don't know very well why in the past the serialization of the "Value" data, is stored as type "VALUE_V" and now, after compiling with irc2, the same type is stored as type "WSTRING_V".

I give a fast look around the Pack() functions in Core/Stream files, but without understand as well how the string of serialization is created, so I don't understand if the different number in the serialization result come from a bug in the "Value" or "Stream" code. Or, otherwise, in some my problems.

Mauro Bottizzo.
