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Subject: Re: Serialize

Posted by [bfeiten](#) on Tue, 08 May 2007 19:00:24 GMT

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I'm writing a small application that uses TreeCtrl for browsing the directoy tree and that allows to open specifc files for editing. I derived the code from reference example (tree1).

When I reopen the application I would like to get the same tree as the one I had when I closed the application.

I thought it would work like

```
void Csed::Serialize(Stream& s)
{
    s % tree;
}
```