Subject: Stream Load serialization fired twice
Posted by luoganda on Wed, 25 Dec 2024 22:56:29 GMT

Calling LoadFromFile stream in
"bool Load(Event<Stream&> serialize, Stream& stream, int version){ ..."
calls user function "void XUserClass::Serialize(Stream& s){..." twice.
Once with backup.SetStoring(); flag and once with stream.SetLoading();.
Both are called from Core/Stream.cpp at 1287 in "bool Load(Event<Stream&> serialize, ...".

I don't think this is normal, since user callback is fired twice.

Subject: Re: Stream Load serialization fired twice
Posted by mirek on Thu, 26 Dec 2024 17:41:28 GMT

luoganda wrote on Wed, 25 December 2024 23:56Calling LoadFromFile stream in
"bool Load(Event<Stream&> serialize, Stream& stream, int version){ ..."
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Both are called from Core/Stream.cpp at 1287 in "bool Load(Event<Stream&> serialize, ...".

I don't think this is normal, since user callback is fired twice.

The first one is to backup current data so that they can be restored in the event that loading fails...

Subject: Re: Stream Load serialization fired twice
Posted by luoganda on Fri, 27 Dec 2024 13:01:13 GMT

yes, 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?

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...

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* -||- 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 functionaly that Load provides, what is point of using it? Just create read stream and invoke Serialize).

Subject: Re: Stream Load serialization fired twice
Posted by luoganda on Tue, 11 Feb 2025 00:06:30 GMT
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Functionality is a plus,
but - like i said - it just is not mentioned in the docs
and the app behaved a little weird - till i saw the "added bonus" in debuger,
since - depends how app is written(IsStoring/IsLoading may be used for some hokusPokus) - that IsStoring/IsLoading may affect all later if/else/etc doings.

If app uses those two calls in Loading state of an app:
App must then not depend on that calls too much(once IsStoring will ret true and another IsLoading will also ret true),
so if app makes some hokus-pokus(mostly usually meaning app is not written correctly) - it must use it's own logic(it's own IsLoading/IsStoring).
That is not much of a problem though.

When user knows that there is a hidden backup(plus),
that makes a whole different story.

For upp this is mostly not a problem since source is there:),
but for closed-software that bonus not being mentioned could be an issue.

"(Actually, if you do not want the functionaly that Load provides, what is point of using it? Just create read stream and invoke Serialize)."
For convenience, instead of making 2/3lines - there is one.

Subject: Re: Stream Load serialization fired twice
Posted by mirek on Tue, 11 Feb 2025 17:20:16 GMT
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luoganda wrote on Tue, 11 February 2025 01:06Functionality is a plus,
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For convenience, instead of making 2/3lines - there is one.

It is actually documented.

https://www.ultimatepp.org/src$Core$SerializationUtils$en-us

.html#::Load(Callback1%3CStream&%3E,Stream&)

Subject: Re: Stream Load serialization fired twice
Posted by luoganda on Tue, 11 Feb 2025 20:09:11 GMT

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Func there is described perfectly!

It is of course not described(or pointed out) in LoadFromFile - that's why i newer saw it.

Ok, since it's not much away from LoadFromFile and on the same page,
there is no need to pointing that out.

Still, i don't recommend moving this to archive or delete,
since there may be others checking the same thing.

Subject: Re: Stream Load serialization fired twice
Posted by mirek on Tue, 11 Feb 2025 21:24:00 GMT

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luoganda wrote on Tue, 11 February 2025 21:09Func there is described perfectly!

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Ok, since it's not much away from LoadFromFile and on the same page,
there is no need to pointing that out.

Still, i don't recommend moving this to archive or delete,
since there may be others checking the same thing.

The idea is that it refers back via link. Which currently does not work, on TODO list...

Mirek