Subject: Bug in "Streams" documentation (Serialization support)?
Posted by Werner on Wed, 06 Dec 2006 10:51:45 GMT
View Forum Message <> Reply to Message

The functions

void SerializeRaw(word *data, dword count)

Serializes raw 16-bit data. Might invoke LoadError if there is not enough data to load.

 data
 Pointer to data to store or buffer to receive loaded data.

 count
 Number of values to load/store.

and

void SerializeRaw(word *data, dword count)

Serializes raw 8-bit data. Simple RLE compression is used. Might invoke LoadError if there is not enough data to load or input data are invalid.

 data
 Pointer to data to store or buffer to receive loaded data.

 count
 Number of bytes to load/store.

have the same signature which hides instead of overloads.

Does the documentation of the 2nd function show a wrong name?

Werner

Subject: Re: Bug in "Streams" documentation (Serialization support)?
Posted by masu on Wed, 06 Dec 2006 11:01:41 GMT
View Forum Message <> Reply to Message

Hi Werner,

the signature for the second function should be:

void SerializeRaw(byte *data, dword count)

Matthias

Subject: Re: Bug in "Streams" documentation (Serialization support)?
Posted by mirek on Wed, 06 Dec 2006 11:59:11 GMT
View Forum Message <> Reply to Message

Sorry, that was entry duplication. Thanks again, fixed.

Subject: Re: Bug in "Streams" documentation (Serialization support)?
Posted by Werner on Wed, 06 Dec 2006 17:27:44 GMT
View Forum Message <> Reply to Message

masu wrote on Wed, 06 December 2006 12:01Hi Werner,

the signature for the second function should be:

void SerializeRaw(byte *data, dword count)

Matthias

   Sorry, no!

I think it should read

void SerializeRLE(byte *data, dword count)

.

Werner

Subject: Re: Bug in "Streams" documentation (Serialization support)?
Posted by masu on Wed, 06 Dec 2006 21:29:01 GMT
View Forum Message <> Reply to Message

Yes, I think you are right.
I should have read the doc text .

Matthias