
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 343 times
 - 2) [New.bdc](#), downloaded 299 times
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Subject: Re: Problem with Serialization after recompiling with U++ 2007.1beta3

Posted by [mirek](#) on Sun, 25 Feb 2007 22:25:49 GMT

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Hard to say, I guess it depends on what you put into that Value.

Do you think you can prepare complete testcase? Just package that can be compiled on 602 and 2007, puts in data, and gets different result?

Mirek
