
Subject: Serialize

Posted by [bfeiten](#) on Mon, 07 May 2007 20:20:02 GMT

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Am I right that TreeCtrl not supports Serialize so far.

Would it be hard to add this functionality?

Best regards,
Bernhard

Subject: Re: Serialize

Posted by [fallingdutch](#) on Tue, 08 May 2007 07:06:38 GMT

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Just checked it, you are right, serialize is not supported yet

Bas

PS: don't know how hard it is to implement ... never used treeCtrl.

Subject: Re: Serialize

Posted by [mirek](#) on Tue, 08 May 2007 17:16:11 GMT

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bfeiten wrote on Mon, 07 May 2007 16:20Am I right that TreeCtrl not supports Serialize so far.

Would it be hard to add this functionality?

Best regards,
Bernhard

Well, but what should it do?

TreeCtrl (and ArrayCtrl and ColumnList) are highly customizable widgets, it is quite hard to decide what exactly should be done in Serialize.

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 directory tree and that allows to open specific 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;  
}
```