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Subject: Crash on LoadFromFile

Posted by [Mindtraveller](#) on Mon, 01 Oct 2007 01:54:39 GMT

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Proceeding with U++ usage led me to another strange moment, which I couldn't solve with docs&forum search.

Loading config in a closest to examples manner, crashes application with assert in debug mode:

May be I'm doing something wrong, but I don't see any difference between my code and docs-how-it's-done-right:

```
#define CONFIG_FILE "config."
```

```
struct Config
{
    wxBaud    baud;
    wxParity  parity;
    int       com;
    int       wordlen;
    int       stopbits;
    int       addr;

    void Serialize(Stream& s)
    {
        s.Put(&baud, sizeof(baud));
        s.Put(&parity, sizeof(parity));
        s % com % wordlen % stopbits % addr;
    }
};
```

```
Config config;

void Kran::LoadAndInit()
{
    if (!LoadFromFile(config, ConfigFile(CONFIG_FILE)))
    {
        config.baud    = wxBAUD_38400;
        config.com     = 1;
        config.parity  = wxPARITY_NONE;
        config.wordlen = 8;
        config.stopbits = 1;
        config.addr    = 1;
    }
}
```

This code causes assertion in LoadFromFile.

Could you please help with this?

## File Attachments

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1) [upp2.jpg](#), downloaded 729 times

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Subject: Re: Crash on LoadFromFile

Posted by [mirek](#) on Mon, 01 Oct 2007 07:07:00 GMT

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Mindtraveller wrote on Sun, 30 September 2007 21:54 Proceeding with U++ usage led me to another strange moment, which I couldn't solve with docs&forum search.

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    void Serialize(Stream& s)
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Config config;

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        config.addr    = 1;
    }
}
```

This code causes assertion in LoadFromFile.

Could you please help with this?

You cannot Put (in Serialize) when LoadFromFile...

The issue is a little bit complex, but the quick fix is to use SerializeRaw instead of Put (that will provide raw binary load if loading and raw binary write if storing).

Mirek

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Subject: Re: Crash on LoadFromFile

Posted by [Mindtraveller](#) on Mon, 01 Oct 2007 11:39:15 GMT

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Finally I've got it, yes, SerializeRaw solved the problem. Looks so easy when it's done. Certainly, need to get used to U++.

Thanx again.

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