
Subject: [Bug] ArrayCtrl::Serialize

Posted by [Shire](#) on Wed, 21 Jul 2010 13:28:07 GMT

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Bug appears when control contains column with child editing controls factory, like method ArrayCtrl::Ctrls<>.

```
GUI_APP_MAIN
```

```
{
  TopWindow w;
  ArrayCtrl ac;

  w.AddChild(&ac);
  ac.HSizePosZ().VSizePosZ();

  ac.AddColumn("1");
  ac.AddColumn("2").Ctrls<Option>();
  ac.Add("one",true);
  ac.Add("two",false);

  stringstream ss;
  ss.SetStr();
  ac.Serialize(ss);
  ac.Remove(0); // row count changed,
  // and count of child controls changed too

  ss.Seek(0);
  ss.SetLoading();
  ss.LoadThrowing();
  try {
    ac.Serialize(ss);
  } catch(LoadError) {
    PromptOK("Exception caught!");
  }
}
```

When number of visible rows differs between storing and loading, Ctrl::Serialize throws exception. Root of evil is in child control enumeration loop:

```
void Ctrl::Serialize(Stream& s)
{
  ...
  for(Ctrl *q = GetFirstChild(); q; q = q->GetNext())
    q->Serialize(s);
}
```

Such serialization does not support dynamic count of child controls. This bug may appear in other places.

Subject: Re: [Bug] ArrayCtrl::Serialize
Posted by [mirek](#) on Fri, 23 Jul 2010 09:27:53 GMT
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Thanks. It looks like ArrayCtrl::Serialize should be overridden to be empty, right? (Fixed it this way for now).

Mirek
