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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.SetStoring();
    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(LoadingError) {
        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.

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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

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