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Subject: Serialize a VectorMap  
Posted by [ratah](#) on Thu, 29 Sep 2011 08:04:02 GMT  
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Hello everybody,

I have a little problem maybe i m not very well in u++  
I want to serialize a VectorMap like :

```
VectorMap<Date, Person> vSubscription;
```

Where Person is a class where serialization is well implemented.

Thank you for your response,

Ratah

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Subject: Re: Serialize a VectorMap  
Posted by [mirek](#) on Thu, 29 Sep 2011 13:20:11 GMT  
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ratah wrote on Thu, 29 September 2011 04:04Hello everybody,

I have a little problem maybe i m not very well in u++  
I want to serialize a VectorMap like :

```
VectorMap<Date, Person> vSubscription;
```

Where Person is a class where serialization is well implemented.

Thank you for your response,

Ratah

```
Stream& s;
```

```
....  
s % vSubscription;
```

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Subject: Re: Serialize a VectorMap  
Posted by [ratah](#) on Fri, 30 Sep 2011 08:33:52 GMT  
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Thank you Mirek,

I give you my project with a little testcase.  
I use finally a vectormap like this:

Vectormap<Date, \*pObject> (instead of Vectormap<Date, Object>)

and I do not manage to unseialize.  
Do you have an idea to transform this?

Thank you

## File Attachments

1) [VectorMapSerialize.zip](#), downloaded 301 times

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Subject: Re: Serialize a VectorMap  
Posted by [mirek](#) on Fri, 30 Sep 2011 10:23:35 GMT  
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Obviously:

```
VectorMap<Date, CCharge *> vPaiementComptant;
```

it does not work with pointers...

What makes you use pointer?

You know, "new" is rare in good practice U++ and "delete" is almost prohibited.

Mirek

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Subject: Re: Serialize a VectorMap  
Posted by [ratah](#) on Fri, 30 Sep 2011 12:33:00 GMT  
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I agree, but i have this bug when i compile mycode.  
Visibly, i need to add an operator \* to my class CCharge.

```
----- Core ( SSE2 GCC FORCE_SIZE BLITZ WIN32 ) ( 1 / 3 )
----- plugin/z ( SSE2 GCC FORCE_SIZE BLITZ WIN32 ) ( 2 / 3 )
----- TESTs\Serialize ( SSE2 MAIN GCC FORCE_SIZE BLITZ WIN32 ) ( 3 / 3 )
Serialize.cpp
```

In file included from C:\upp\uppsrc/Core/Core.h:222,  
from D:\DEV UPP\TESTs\Serialize\Serialize.cpp:1:  
C:\upp\uppsrc/Core/Topt.h: In function 'void Upp::AssertMoveable0(T\*) [with T = CCharge]':  
C:\upp\uppsrc/Core/Topt.h:200: instantiated from 'void Upp::AssertMoveable(T\*) [with T = CCharge]'  
C:\upp\uppsrc/Core/Vcont.h:109: instantiated from 'Upp::Vector<T>::~~Vector() [with T = CCharge]'  
C:\upp\uppsrc/Core/Map.h:2: instantiated from here  
C:\upp\uppsrc/Core/Topt.h:191: error: no match for 'operator\*' in '\*\* t'  
C:\upp\uppsrc/Core/Color.h:73: note: candidates are: Upp::RGBA Upp::operator\*(int, Upp::Color)  
C:\upp\uppsrc/Core/Gtypes.h:657: note: Upp::Sizef Upp::operator\*(Upp::Sizef, Upp::Size16)  
C:\upp\uppsrc/Core/Gtypes.h:656: note: Upp::Sizef Upp::operator\*(Upp::Size16, Upp::Sizef)  
C:\upp\uppsrc/Core/Gtypes.h:654: note: Upp::Sizef Upp::operator\*(double, Upp::Size16)  
C:\upp\uppsrc/Core/Gtypes.h:653: note: Upp::Sizef Upp::operator\*(Upp::Size16, double)  
C:\upp\uppsrc/Core/Gtypes.h:622: note: Upp::Sizef Upp::operator\*(Upp::Sizef, Upp::Size)  
C:\upp\uppsrc/Core/Gtypes.h:621: note: Upp::Sizef Upp::operator\*(Upp::Size, Upp::Sizef)  
C:\upp\uppsrc/Core/Gtypes.h:619: note: Upp::Sizef Upp::operator\*(double, Upp::Size)  
C:\upp\uppsrc/Core/Gtypes.h:618: note: Upp::Sizef Upp::operator\*(Upp::Size, double)  
TESTs\Serialize: 1 file(s) built in (0:00.74), 749 msec / file, duration = 749 msec, parallelization 0%

There were errors. (0:00.76)

## File Attachments

1) [Serialize.zip](#), downloaded 305 times

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Subject: Re: Serialize a VectorMap

Posted by [mirek](#) on Fri, 30 Sep 2011 12:41:03 GMT

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Is CCharge moveable and marked as such?

[http://www.ultimatepp.org/srcdoc\\$Core\\$Moveable\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$Moveable$en-us.html)

Note that you can also use ArrayMap if you do not want to be bothered with Moveable...

Mirek

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Subject: Re: Serialize a VectorMap  
Posted by [ratah](#) on Fri, 30 Sep 2011 14:56:43 GMT  
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Great!It's a big time for me.  
Thank you Mirek

here is correction

#### File Attachments

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1) [Serialize.zip](#), downloaded 311 times

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