

## Multiple Object Serialization seperately in single file (something like olestorages)

*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-06/6377.html>

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*Date:* 06/28/04

Date: 27 Jun 2004 23:30:26 -0700

Hi,

We have a c++ application that accesses many different modules. Each of these modules is responsible for it's own serialization. We have seperate olestorages for each of the module. The main application hands over these storage pointers to each module which then do whatever-they-want to their respective storages. Everything is kept with in a single file.

Seperate storages for each module help tremendously because they are sharing a single file.

How would i do such a thing in c#? I want a single file in which each object can be serialized without overwriting another and i don't want to do it in a sequence. Basically a seperate playing area for each module without affecting anything else.

ps. i've looked at the general serialization procedure in .net but it serializes in a sequence and not spreadover as i want.

Thanks,  
Ali