
Subject: Re: passing object references

Posted by [philip aldis](#) on Wed, 11 Nov 1998 08:00:00 GMT

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David Fanning wrote:

> Then I would like to see how you are storing it in your info structure.
> Or, another possibility, did you destroy the first widget program to
> run the Animator program? If so, your clean-up routine on the first
> program destroyed the object. If this is happening, you may have to
> make an actual copy of the object itself and pass that. I just added
> a tip on my web page about how to do this:
>
> http://www.dfanning.com/tips/copy_objects.html
>

Well what a surprise, the mistake was in the place that was far too obvious to even consider, that indeed the object wasn't valid, and that I had deleted it myself. I had called the animator program, and then in the next line of code destroyed the loader widget, which destroyed the object, but did so only after the first lot of animator code had executed. Thus the object was only invalid when the vent handlers were being used.

The only problem with copying the object is that it has another object, and many pointers, and so will be a little fiddly. So, what about having a flag in my info structure which is only set when I have called the animation prog. and cleanup only destroys the object if flag is set to 0, i.e. if the user quitted out before calling animation program - bit messy, but it should work.

cheers,
Phil Aldis

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