Subject: passing object references

Posted by philip aldis on Wed, 11 Nov 1998 08:00:00 GMT

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Hi,
   I having a bit of trouble with my object references and passing them round. I have a feeling it's to do with passing by value and by reference, but I haven't had time to test this out yet, so before I start ripping my code apart - I'll see if what I suspect is true.

I have two widget programs which deal with loading some data in and then the second one does an animation. The loader program creates the object and loads the data, using the methods and then passes the object with its data loaded in to the animator widget program which calls the object methods for animating. I pass the object in as a keyword.

Previously the object had been part of the info structure of my loading widget program, and then I simply call my animator program
ANIMATOR, object = info.object

.....fine so far. Now I've tested the object I send, the object I receive and they are all valid. Within the main animation program - i.e. before the call to xmanager, I've got the user value and tested the validity of the object, and yep you guessed it, it's valid. BUT when I get the user value in my event handlers, the object is suddenly no longer valid.

Now I've looked through my code, and I simply can't see anything that is wrong except for perhaps something fundamental, such as, should I really be passing a pointer to my object reference, rather than the actual object reference, which perhaps is only sent by reference, rather than by value.
Is it something to do with the fact that I have sent it in a keyword?

I realise there may be something in my program that could be wrong, but any help on how IDL passes the object references would be helpful.

cheers,
        Phil
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