
Subject: Re: Copying an object
Posted by [steinhh](#) on Wed, 01 Sep 1999 07:00:00 GMT
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In article <MPG.1236037e91c3d0539898d6@news.frii.com>
davidf@dfanning.com (David Fanning) writes:

>> The best way I have found is to SAVE it then RESTORE it. My routine
>> MGH_OBJ_CLONE provides a convenient way to do this.
> [..]
> How do you get around the problem, Mark, of restoring
> an object and calling methods on it without first
> compiling the object method code? Or does your
> program design shield you from this problem?

In this case, we're just cloning an **existing** object. Whatever
problems were associated with undefined methods for the original
will apply to the clone. But no **additional** problems..

Regards,

Stein Vidar
