Subject: Re: Copying an object

Posted by Mark Hadfield on Wed, 01 Sep 1999 07:00:00 GMT

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David Fanning <davidf@dfanning.com> wrote in message news:MPG.1235bac4bdaa96e89898d1@news.frii.com...

>

- > ...insurmountable problems. Randy Frank,
- > who wrote much of this object code when he was at RSI,
- > has sent me a private e-mail outlining even more problems
- > than I was aware of on my own. For example, he points
- > out that many times the model objects (which is what
- > we were discussing earlier this morning) have parents.
- > What should be done about those? Should the copy have
- > the *same* parents, or any parents?

Remove the model object from its parent, copy it, and add it again afterwards. Or am I missing something?

Entirely general solutions are very hard to come by in the object-oriented world but if we know that an object is, say, an IDLgrModel, then we know it has one parent (at most), we can get a reference to the parent from the child's PARENT property, and we know the parent has Add and Remove methods. Of course if I wanted to be perverse I could write an object that inherits from IDLgrModel (so returns true for OBJ_ISA(...,'IDLgrModel')) but doesn't obey these rules. But I don't want to be perverse.

- > You can also try SAVEing and RESTOREing your objects,
- > but this has the problem that sometimes the methods of
- > restored objects can't be found. (See JD Smith's comments
- > on this on my web page.)

That can certainly be a problem if you RESTORE an object that was SAVEd in a previous session, but surely it is not an issue in the present case, where we want to make a copy of an object (or object tree) that was created in the present session. The copy operation needn't change any of the object definitions, method definitions or object-method bindings.

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