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Subject: Re: Copying an object

Posted by [steinhh](#) on Fri, 03 Sep 1999 07:00:00 GMT

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Since the documentation for STRUCT\_ASSIGN in 5.2.1 says that both destination and source may be an object reference when used inside an object method, the only "problem" is to make an uninitialized instance of the object (like val = {STRUCT\_NAME}). But this could easily be implemented in an object's init method, thus:

```
FUNCTION BLAH::INIT,.....,CLONE=CLONE

  IF OBJ_VALID(CLONE) THEN BEGIN
    IF NOT OBJ_CLASS(CLONE) EQ OBJ_CLASS(SELF) THEN ... ;ERROR
    STRUCT_ASSIGN,CLONE,SELF
    RETURN,1
  END
  :
  : ;; Non-clone initialization code
END
```

which would be called like this:

```
clone = OBJ_NEW('BLAH',CLONE=ORIGINAL)
```

Of course, this doesn't deal with issues of "parents" or other pointers to the cloned objects. But this will have to be dealt with for each specific type of object.

Regards,

Stein Vidar

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