
Subject: Copying objects

Posted by [James Tappin](#) on Tue, 30 Nov 1999 08:00:00 GMT

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Is there a "clean" way to make a copy of an object. The best I could do for a nice easy case with no pointers or object references in the class was:

```
pro Object1::set_all, tstr
for i = 0, n_tags(tstr)-1 do self.(i) = tstr.(i)
end

function Object1::copy
temp = {object1}
for i = 0, n_tags(temp)-1 do temp.(i) = self.(i)
newobj = obj_new('object1')
newobj -> set_all, temp
return, newobj
end
```

While it works, it seems to be a bit of a kludge. Is there a better way?

James

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