
Subject: Re: array of objects?

Posted by [Ted Cary](#) on Tue, 12 Feb 2002 14:37:46 GMT

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I can't check this now, but my guess is that you replicated the object reference when you created your array--you have 100 references to the same object, not 100 different instances of the object. In other words, Obj_New was only called one time, and the reference it returned was put into every element of the array. Check your heap (Help, /Heap) --are there 100 objects, or just one? All you did in each iteration of your SetProperty loop was set the object's self.integer_value to the loop counter, so the highest count is returned by GetProperty.

HTH
