
Subject: Re: Copying (Duplicating) Objects
Posted by [MKatz843](#) on Sat, 08 Jun 2002 18:49:41 GMT
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Thanks for all the great suggestions. Here's the solution I've cobbled together. It seems to work nicely.

I now define objects with the following specifications

- (1) The GetProperty method has an all=all keyword that returns a structure containing all of the parameters and values of that object. (I know this works best when the values are simple and not pointers and containers...)
- (2) The Init method has an all=all keyword. If the user provides an all structure when the object is first defined, then the contents are used to set the initial values of the object.

I defined the following obj_copy() function

```
function obj_copy, a
  a -> GetProperty, all=all ;Read a structure with all parameters
  b = obj_new(obj_class(a), all=all) ;Create new identical object
return, b
end
```

While not a completely generalizable function, this will work for me for now.

I also like the suggestion to make a Copy() method part of all object definitions.

M. Katz
