
Subject: /ALIAS and drawing in different draw_widgets

Posted by [lyubo](#) on Sat, 03 Aug 2002 18:55:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all,

I have the following situation:

- Model M1 contains objects A,B, and C

- Model M2 contains an alias of A

- Model M3 contains an alias of B

- Model M4 contains an alias of C

The models are added to different views and the views are drawn in different draw widgets.

The problem comes when I update the objects (A,B, and C) and try to redraw the views. It looks like I can't redraw M1,M2,M3,and M4 correctly in that sequence. Redrawing only M1 works fine, redrawing M2,M3, and M4 (without M1) also works, but if I try to redisplay M1, M2,M3,and M4, M1 has only Cs.

Furthermore, there is a memory leakage when I redraw M1. I guess that it has something to do with the aliases, but I have no idea what could be causing that. What exactly happens when you add an alias of an object to a model? Isn't it just a copy of the same object? If it isn't which one gets updated first - the alias or the object?

Any help and suggestions would be appreciated.

Thank you in advance.

Lyubo
