
Subject: Re: copying of objects

Posted by [Struan Gray](#) on Tue, 08 Oct 2002 14:39:12 GMT

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

David Fanning, david@dfanning.com writes:

>
> Sebastian Loebbert (sebaaihb@peach.zrz.TU-Berlin.DE) writes:
>
>> thanks a lot, so it was not only me not finding the right
>> function but RSI not providing one.
>> That save-and-restore works fine, but I suppose I better
>> shouldn't use it too often, it doesn't look that performant...
>
> I don't know about "performant". When its the only
> alternative, I'd say it looks pretty darn good.

I've been playing around with saving objects recently and have discovered some gotchas.

Performance is one. A 10 Mb dataset of mostly integer type that takes under a second to read in from the raw binary file takes over thirty second to save and about the same again to read in. Much faster to write a copy method.

Also, if you seperate the saving and restoring into different procedures you can run into some problems with namespace contamination. I konw JD Smith and C. Markwardt have addressed this in their routines.

One extra tidbit that hit me hard until I figured out what was going on was that if you save multiple objects in the same file and restore later, the order that they appear in the RESTORED_OBJECTS array has nothing to do with their hierarchy but is the order in which they were oringinally created. If you use containers a lot, this can throw you out of sync badly, particularly if the container is created after the containees. Then, you have to do some digging to find out which of the restored objects contains the others.

I don't want to say any more because this knowledge is the only way I can compensate for my appalling hand-eye coordination and lack of tennis ability at the up-coming meeting of the European Section of the Advanced Programmers' Guild.

Struan
