Michael A. Miller writes:

> Take the red pill, David.

Whoa! I don't know if you are as tired of this thread
as I am, but after that pill I just don't friggin care! :-)

Here is the latest for JD to cogitate over.

One of what I used to think of as the "advantages" of my
Catalyst Library is that it is an object hierarchy. If
you "draw" the top-level object, all the objects below
get "drawn" automatically. This means widgets appear,
images get drawn in windows, coordinate systems get set
up, etc. Neat.

Similarly, if you "destroy" the top-level object, all the
objects below in the hierarchy get destroyed. No memory
leaks, no great effort involved. Very, very neat.

But now this "feature" of my library has become a thorn
in my side. (Don't worry, I'm not going to push the Mel
Gibson imagery much beyond this.) If I save just one object
in my save file from this "web" of objects, *all* my objects
are saved. I guess that makes sense, they are all connected.
But it is enormously inconvenient for me and means I can't
use one of the best features of objects: the ability to
store the current state of a process or operation.

Any ideas for getting out of this mess? (I see over a
year of effort and very little income beginning
to consolidate as a black cloud just over my right
shoulder. Oh wait. That's my wife glaring at me with
what look like divorce papers in her hip pocket.)

Cheers,

David

P.S. Let's just say if you had some kind of an upper-type of
pill, I would be interested.

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Coyote's Guide to IDL Programming: http://www.dfanning.com/