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Subject: Re: Object Madness or Restoring Nightmares  
Posted by [David Fanning](#) on Wed, 03 Mar 2004 23:11:27 GMT  
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JD Smith writes:

> I wouldn't say you're worse off, just the same (since you added  
> something else to the save as well). I think you'll eventually find  
> it.

Possibly, but since I'm making about 37 cents an hour on this project now (and it may be closer to a nickel by the time I'm finished with it), I really can't afford more time to look. My personal opinion is there is a bug somewhere. But in the meantime, I've turned the damn study into a structure, saved and restored the structure, and all is well with the world again. Did I mention I love objects. :-(

> Part of the reason I communicate among objects using messages is  
> to avoid problems like this: instead of having to hold a reference to  
> an object to query it for properties on occasion, you can just  
> subscribe to messages which give you the relevant properties and the  
> right time (i.e. property push not pull). Since the messages are  
> dealt with as they come, they are ephemeral, and don't stick around to  
> cause problems like this.

Well, I use messages too, but those are even more magical than objects and I find it *really* hard to keep track of who, when, and where when I use them. Might as well go back to prayer for all the difficulty I have understanding what's going on.

Cheers,

David

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