
Subject: Re: Object Madness or Restoring Nightmares
Posted by [Craig Markwardt](#) on Wed, 03 Mar 2004 08:22:37 GMT
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David Fanning <david@dfanning.com> writes:

- > IDL realizes this, thinks it is being helpful, and saves every
- > object in sight! And although I can't prove it, I think it
- > saves two backup copies as well, because the entire save file
- > tops out at a hefty 10 MBytes.

Craigbot says: I think IDL has a cycle counting bug. If your objects are doubly- (or morely-) linked, then I'm guessing that IDL is trying to resolve the cycles, but fails. I bet if you try a simpler data structure, one without cycles, it will save fine.

But robots don't guess or bet, so I must have a logic error.

Craig-bot

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