
Subject: Re: Object Madness or Restoring Nightmares
Posted by [David Fanning](#) on Thu, 04 Mar 2004 18:38:59 GMT
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JD Smith writes:

- > Why not implement a set of methods in your top-level which leverages the
- > inherent connectedness to detach unnecessary objects before saving?

Humm, yes. The idea has been lurking in the back of my mind (where I have tried to suppress it) that I was going to have to deal with this sooner or later. I've *known* I was going to have trouble saving and restoring widgetObjects. But the data objects were a surprise to me.

Your suggestions are wonderful, but I wonder if a simple COPY method at the CATADATATOM level (which all data objects inherit) just to copy data fields--all object fields would be ignored-- wouldn't work as well. This is easily over-ridden in more complicated cases.

I greatly appreciate the thoughts. Do you want to come up here and take over my business while I'm rowing in the Beaufort Sea? Get it all finished for me. How's your backhand?

Cheers,

David

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