
Subject: Re: Object Madness or Restoring Nightmares
Posted by [David Fanning](#) on Thu, 04 Mar 2004 17:08:49 GMT
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James Kuyper writes:

- > This points to a possible approach: can you set it so a given object has
- > no parent? If so, it may also be possible to "orphan" an object, cutting
- > it off from it's parent. That should allow you to save the object,
- > without having to save all of it's ancestors.

Well, I thought about this, but it is slightly more complicated than I have described so far. Unlike widgets, for example, our objects can have multiple parents. (Our notion of a "parent" is "an object that cares about you".)

You can imagine, for example, that you want an image displayed in three different draw widgets. Maybe a zoomed image, a normal image, and a thumbnail image. Each of the draw widgets would be a "parent" to the image object, because they care about the image object.

In our system, we are careful not to destroy an object unless it's an orphan, and then we ruthlessly slash its head off. (I wouldn't want to live in this world we have created!) So, to get back to your question. To remove all the parents of an object destroys the object in our system. Hence, there is nothing to save. :-(

Cheers,

David

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