
Subject: Re: Object Madness or Restoring Nightmares
Posted by [James Kuyper](#) on Thu, 04 Mar 2004 16:51:05 GMT
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David Fanning wrote:

...

- > So every object has a "parent" field, which is an object reference
- > to another object. I think this is why IDL has to get everything.
- > And, of course, in the other direction, if an object is holding
- > other objects, you have to get them as well.

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.
