
Subject: Problems with Restore
Posted by [vcarlos](#) on Wed, 08 Mar 2006 19:07:16 GMT
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Hi all,

I am writing a class that I want add save and restore features to it.

My class is defined something like this:

```
<code>
pro OperatorLanguageMapping__define;

    objectClass = $
        {OperatorLanguageMapping, $
            password : ", $ ; holds the password
            name : ", $ ; holds the operator name
            language : " $; holds the language
        }
    end

OperatorLanguageMapping::Restore, fileName

    restore, fileName, RESTORED_OBJECTS = temp
    self.name = temp->GetName()
    self.language = temp->GetLanguage()
    self.password = temp->GetPassword()

end

OperatorLanguageMapping::Save, fileName

    save, self, fileName

end
</code>
```

Obviously, the class has its getter and setter methods.

The problem is that when I do this:

```
<code>
o1 = obj_new("OperatorLanguageMapping")
o1->SetPassword, '123456'
o1->Save, '~/o1.sav'

o1->SetPassword, 'test'
```

```
o1->Restore, '~/o1.sav'  
print, o1->GetPassword  
</code>
```

What I got is: 'test' instead of '123456'

I tried to debug the software changing the method restore to look like this:

```
<code>  
OperatorLanguageMapping::Restore, fileName  
  
    restore, fileName, RESTORED_OBJECTS = temp  
    self.password = 'password'  
    print, self->GetPassword()  
  
end  
</code>
```

By now what I got is :

```
password  
test
```

That is, after exiting the restore method of the object, the changes I have made inside are not available outside the method (!!).

I keep trying to find out what was happening, and when I comment out the line that call the restore procedure inside the Restore method of the Class OperatorLanguageMapping, then, what I got was:

```
password  
password
```

That is, changing the attribute inside the method restore worked.

I don't know if I was clear, my english is not that good and the problem is not easy to explain too...

Does anyone have an idea of what could be wrong?

I have also tried to use IDL_SaveFile object, but the result was the same...

Thanks all

Vinicius
