
Subject: Re: Problems with Restore

Posted by [btt](#) on Thu, 09 Mar 2006 15:36:00 GMT

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vcarlos wrote:

> Hi all,

>

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

> OperatorLanguageMapping::Save, fileName

>

> save, self, fileName

>

> end

>

Hi,

It is that the self argument to SAVE that is the trickiest part. But this modification should work.

OperatorLanguageMapping::Save, objRef, fileName

 if n_elements(objRef) EQ 0 then objRef = self
 save, objRef, fileName

end

Cheers,

Ben
