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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

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