
Subject: Re: Problems with Restore

Posted by [Antonio Santiago](#) on Thu, 09 Mar 2006 09:05:52 GMT

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Remember to OBJ_DESTROY the 'temp' reference into the Restore method.

Antonio Santiago wrote:

```
> Here is a partial response of your (our) problem, when you restoring the
> file, both 'self' and 'temp' references are the same, that is the 'self'
> reference changes.
>
>
> ----- Object code test -----
> FUNCTION OperatorLanguageMapping::Init
>   RETURN, 1
> END
>
>
> PRO OperatorLanguageMapping::Restore, fileName
> print, 'Restoring'
> print, 'Before:'
> help, self ;; <----- Here is a reference
>
>   restore, fileName, RESTORED_OBJECTS = temp
> print, 'After:'
> help, self, temp[0] ;; <----- Here 'self' reference has changed
>   self.password = temp[0]->GetPassword()
> END
>
> PRO OperatorLanguageMapping::Save, fileName
>   save, self, FILENAME=fileName
> END
>
>
> PRO OperatorLanguageMapping::SetPassword, pass
>   self.password = pass
> END
>
>
> FUNCTION OperatorLanguageMapping::GetPassword
>   RETURN, self.password
> END
>
>
> PRO OperatorLanguageMapping__define;
>   objectClass = { OperatorLanguageMapping, $
>                 password : " " $ ; holds the password
>                 }
```

```

> END
> ----- Object code test -----
>
> ----- Test program -----
> PRO optest
>   o1 = obj_new("OperatorLanguageMapping")
>   o1->SetPassword, '123456'
>   o1->Save, '~o1.sav'
>
>
>   o1->SetPassword, 'test'
>
>   o1->Restore, '~o1.sav'
>
>   print, o1->GetPassword()
> END
> ----- Test program -----
>
>
> A possible solution maybe store the 'self' reference into a variable and
> after restoring the file reassign it:
>
> PRO OperatorLanguageMapping::Restore, fileName
> print, 'Restoring'
> print, 'Before:'
> help, self
>
> a=self;; <--- Store 'self' reference'
> self=0;; <--- Changue it to a scaler, if not, a=self=temp.
>   restore, fileName, RESTORED_OBJECTS = temp
> print, 'After:'
> help, self, temp[0]
>
> self=a;; <--- Re-assing the initial reference.
>   self.password = temp[0]->GetPassword()
> END
>
>
> Bye.
>

```

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