
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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