On Tue, 18 Sep 2007 18:57:12 -0700, Robbie wrote:

>
> For future reference, there is an undocumented routine called
> HEAP_NOSAVE.
>
> HEAP_NOSAVE allows me to specify that the reference counting pointer
> should not be saved.
> I can then recount the number of references with a single pass of
> the ::RESTORE method.
>
> I hope this is perfectly clear to all those concerned :-P

That's a useful function, and documented for me in v6.3. I have long
saved objects to disk for project storage, but "strip" by hand the
pointers I don't wish to save (e.g. ones containing widget trees, etc.).
This is a much cleaner method: simply call HEAP_NOSAVE, ptr, and even if
the save crashes (e.g. out of disk space), your object will be intact.

Thanks,

JD