
Subject: Re: Duplicate objects

Posted by [David Fanning](#) on Tue, 19 Aug 2008 13:16:40 GMT

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Wox writes:

- > Is there an easy way of duplication IDL objects (not their
- > references)? You can off course make a new object with obj_new and use
- > set/getproperty to transfer all properties, but that's a bit silly no?

The only way I know to do a "deep" copy of an object is to SAVE and RESTORE it. Alas, this is typically such a slow process that most of the time it is unusable in a working program. In every practical case, I've had to transfer properties.

Join me in asking ITTVIS for a true object COPY mechanism.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
