
Subject: Re: Duplicate objects

Posted by [Mark\[1\]](#) on Wed, 20 Aug 2008 23:38:55 GMT

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The SAVE/RESTORE mechanism isn't always too slow. I use it every time I print a graphics object.

Be aware that copying an object is non-trivial. What do you do with references to other objects: copy the reference or copy the object? The former is, I think, called a shallow copy and the latter is called a deep copy. There are pitfalls in either case.

But didn't some guy called Coyote write an article about copying objects?

http://www.dfanning.com/tips/copy_objects.html
