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Subject: Re: Copying a hash

Posted by [Bob\[4\]](#) on Fri, 17 Aug 2012 22:25:44 GMT

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On Thursday, August 9, 2012 6:44:33 PM UTC-6, Bogdanovist wrote:

> There is actually nothing wrong with not providing a 'deep copy' functionality. In most (all?) languages with full object oriented programming support (which I don't include IDL in yet, for the lack of several key features) it is always the responsibility of the coder to provide a copy constructor.

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>

> I do this for all the IDL custom objects I create by considering it mandatory to implement a copy function that returns an instance of the copied object. That's no different from what is required in genuine OO languages.

I perhaps agree with you sentiment for user defined objects. But the hash object is defined in IDL internals so it would be nice if they added a deep copy function to it.

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