
Subject: Copying an object

Posted by [Waleed Al-Nuaimy](#) on Tue, 31 Aug 1999 07:00:00 GMT

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Hi. How may one create an exact copy of an object?

In particular, I have an IDLgrModel containing other Models each with a polygon object inside, and each little model is subjected to a number of scale/translation/rotations. I want to create another Model identical to this in all respects. Is there a direct way to do this?

Many thanks

Waleed Al-Nuaimy

Geo-Services International (UK) Ltd.

Subject: Re: Copying an object

Posted by [Ben Tupper](#) on Fri, 03 Sep 1999 07:00:00 GMT

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```
<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
```

```
<html>
```

David Fanning wrote:

```
<blockquote TYPE=CITE>&nbsp;
```

```
<p>P.S. Let's just say I should pay more attention to those
```

```
<br>tips that guy Flemming, or whoever he is, writes. :-)
```

```
<br>&nbsp;</blockquote>
```

I've been wondering about identity of this Flemming guy, also.

```
<pre>--&nbsp;
```

Ben Tupper

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tupper@seadas.bigelow.org

Pemaquid River Company

```
pemaquidriver@tidewater.net</pre>
```

```
&nbsp;</html>
```

Subject: Re: Copying an object

Posted by [davidf](#) on Fri, 03 Sep 1999 07:00:00 GMT

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Stein Vidar Hagfors Haugan (steinhh@ulrik.uio.no) writes:

> Since the documentation for STRUCT_ASSIGN in 5.2.1 says
> that both destination and source may be an object reference

Ah, thanks for this, Stein Vidar. I tried STRUCT_ASSIGN the other day because I had heard rumors it was suppose to work with objects, but it failed miserably. Of course, it didn't occur to me to look at the documentation and find out it needed to be done inside an object method. :-)

Cheers,

David

P.S. Let's just say I should pay more attention to those tips that guy Flemming, or whoever he is, writes. :-)

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Subject: Re: Copying an object

Posted by [steinhh](#) on Fri, 03 Sep 1999 07:00:00 GMT

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Since the documentation for STRUCT_ASSIGN in 5.2.1 says that both destination and source may be an object reference when used inside an object method, the only "problem" is to make an uninitialized instance of the object (like val = {STRUCT_NAME}). But this could easily be implemented in an object's init method, thus:

```
FUNCTION BLAH::INIT,.....,CLONE=CLONE
```

```
  IF OBJ_VALID(CLONE) THEN BEGIN
    IF NOT OBJ_CLASS(CLONE) EQ OBJ_CLASS(SELF) THEN ... ;ERROR
    STRUCT_ASSIGN,CLONE,SELF
    RETURN,1
  END
  :
  : ;; Non-clone initialization code
END
```

which would be called like this:

```
clone = OBJ_NEW('BLAH',CLONE=ORIGINAL)
```

Of course, this doesn't deal with issues of "parents" or other pointers to the cloned objects. But this will have to be dealt with for each specific type of object.

Regards,

Stein Vidar
