
Subject: Duplicate objects

Posted by [Wox](#) on Tue, 19 Aug 2008 13:06:13 GMT

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Hi,

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?

Thx,

Wout

Subject: Re: Duplicate objects

Posted by [David Fanning](#) on Tue, 19 Aug 2008 13:53:24 GMT

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Wox writes:

> I have always wondered how to do that. I report bugs to
> techsupport@ittvis.com but what about feature requests? Do they have
> some web forms or do I just spam them.

Spam'em. Use all 10000 of your aliases or we don't have a chance. :-(

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

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

Subject: Re: Duplicate objects

Posted by [David Fanning](#) on Thu, 21 Aug 2008 02:43:26 GMT

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Mark writes:

> But didn't some guy called Coyote write an article about copying
> objects?
>
> http://www.dfanning.com/tips/copy_objects.html

Most illuminating. Someone ought to give that guy a book contract. :-)

Cheers,

David

--

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