

RE: Session variables and reference

```
cutPoint = ++numCuts;
Knom = 0;
Kmin = 0;
Kmax = 0;
//numCuts++;
}

public cut(cut myCut) //copy constructor
/**note, does NOT increment numCuts
{
ParallelDim = myCut.ParallelDim;
cutPoint = myCut.cutPoint;
Knom = myCut.Knom;
Kmin = myCut.Kmin;
Kmax = myCut.Kmax;
}

public char ParallelDim;
public int cutPoint;
public decimal Knom;
public decimal Kmin;
public decimal Kmax;
public static int numCuts = 0;
}
```

I realized that when I set my temporary array to equal the session array, it was passing the values by reference, so I created new objects using a copy constructor:

```
for(int i = 0; i < 20; ++i) //uses copy constructor to initiate myCuts and
make copy so the
{ //changes are not made to Session[allcuts]
myCuts[i] = new cut(((cut[])Session["allCuts"])[i]);
//uses copy constructor to make
identical array
}
```

This works in that it does create a new array that is not just a reference to the old one, but for some reason I cannot write the data back to the session array. I am fairly sure it should just work like this:

```
Session["allCuts"] = myCuts;
```

but I have also tried using the copy constructor again (reverse of above) and setting each individual value of the class separately. Nothing will write the data back to the session array.

If ANYONE has any ideas, I would greatly appreciate it.

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Message posted via <http://www.dotnetmonster.com>