

MITK Clone Macro

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Clone Methods

Purpose: provide exact copy of a given object

We access our (data) classes via `mitk::BaseData::Pointer`

slicing effects if using virtual copy constructors / assignment operators

- standard copying functions protected
- derived classes forced to override and implement clone method

Clone Methods

Avoid **slicing** effects by using InternalClone

```
class Base
{
public:
    Base * Clone() const { B *ptr = InternalClone(); }
protected:
    Base( const Base &);

    virtual Base * InternalClone() const = 0;
};
```

```
class Derived : public Base
{
protected:
    Derived( const Derived &);

    virtual Base * InternalClone() const
    {
        return new Derived(*this);
    }
};
```

The ITK Methods

Clone macro provided by ITK:

```
#define itkCloneMacro(x)
  Pointer Clone() const
{
  Pointer rval =
    dynamic_cast<x *>(this->InternalClone().GetPointer());
  return rval;
}
```

is calling the protected method in `itk::LightObject`

```
class itk::LightObject
{
[...]
protected:
/*
 * Actual implementation of the clone method. This method should be reimplemented
 * in subclasses to clone the extra required parameters.
 */
virtual LightObject::Pointer InternalClone() const;

[...]
};
```

MITK Clone Macro

- The clone macro defined in MITK provides an implementation of the **inherited** `itk::Object::InternalClone` method using the own copy-constructor

```
#define mitkCloneMacro(classname)
    virtual itk::LightObject::Pointer InternalClone() const override
{
    Pointer smartPtr = new classname(*this);
    smartPtr->UnRegister();
    return smartPtr.GetPointer();
}
```

and **must be placed** in the **protected** part of the class declaration.

for own types: create **custom** clone behavior by implementing the copy-constructor

```
MyClass::MyClass(const MyClass &) { [...] }
```

MITK Custom Class Declaration

```
class MyMitkClass : public BaseData
{
public:
    mitkClassMacro( MyMitkClass, BaseData )
    itkCloneMacro(Self)
/* [...]
protected:
    mitkCloneMacro( Self )
    MyMitkClass();
    virtual ~MyMitkClass();

    MyMitkClass( const MyMitkClass & )
    {
        /* Copy all desired member variables here */
    }
};
```

Thank You!