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Subject: copy constructor for LCFixedObject  
Posted by [krautscheid](#) on Mon, 19 Nov 2007 14:50:03 GMT  
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Hi,

for MarlinTPC we use TPCVoxel a class derived from LCFixedObject. Errors occurred when instanciating this object with the copy constructor because no copy constructor is defined for LCFixedObject. We fixed the problem by adding a copy constructor for TPCVoxel:

```
[TPCVoxel2(const TPCVoxel2 &original)
 : UTIL::LCFixedObject<TPCVoxel2NINTVals,
    TPCVoxel2NFLOATVals,
    TPCVoxel2NDOUBLEVals>(original)
{
  if( _createdObject ) _obj = new LCGenericObjectImpl(*(original._obj));
}
```

Now my question: Is this by intention, or should a copy constructor be added to LCFixedObject in a similar way?

Cheers, Thorsten

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