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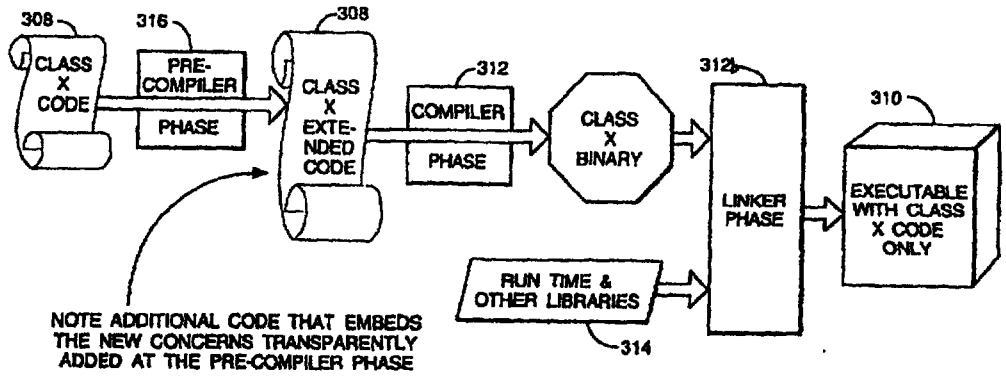
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(57) Abstract

A method of replicating on a second computer an object present on a first computer said object including pointers to program code within the memory space of said first computer, the method comprising the steps of: storing data elements of said object in a message; transmitting said message from said first computer to said second computer; receiving said message at said second computer; creating a dummy object which is named and dimensioned to correspond to said object, but does not include said data values on said second computer; and reading the data values from said received message into said dummy object on said second computer.