
Subject: Re: Question: Simple plugin implementation

Posted by [koldo](#) on Thu, 27 Jan 2011 12:58:36 GMT

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Hello Mirek

One question. Following with StreamRaster, it seems registered classes are never deleted:

Here PNGRaster is registered

```
StreamRaster::Register<PNGRaster>();
```

So

```
static void Register()          { AddFormat(&StreamRaster::FactoryFn<T>); }
```

FactoryFn creates a new T

```
template <class T> static StreamRaster *FactoryFn() { return new T; }
```

Added here:

```
void StreamRaster::AddFormat(RasterFactory factory)
```

```
{  
    INTERLOCKED_(sAnyRaster)  
    Map().Add((void *)factory);  
}
```

```
Vector<void *>& StreamRaster::Map()
```

```
{  
    static Vector<void *> x;  
    return x;  
}
```

So it is assigned to a void *
