
Subject: Re: Poluporphyc Array doubt
Posted by [Didier](#) on Mon, 01 Aug 2011 09:52:36 GMT
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Hi Koldo and Honza,

I noticed that the virtual destructor was sometimes missing in some controls, ex:
RichEditWithToolBar

Fortunatly this does not lead to any leaks (most of the time) thank's to the "everything belongs somewhere" in U++.

But this is a real bug.