Subject: Re: Poluporphyc Array doubt
Posted by Didier on Tue, 02 Aug 2011 08:35:38 GMT
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mirek wrote on Mon, 01 August 2011 12:50Didier wrote on Mon, 01 August 2011 05:52Hi Koldo and Honza,

I noticed that the virual 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.

'virtuality' of destructor is inherited in C++. Therefore, as long as Ctrl has virtual destructor (and it does...), all derived classes have one too.

Mirek

Humm,

I remember some work I did 10 years ago and this was not true then, but if gcc deals with it now : great !