Subject: Re: Modal vs non-modal window
Posted by exolon on Fri, 05 Oct 2007 09:55:53 GMT

Just out of curiosity, why did you do:
bool * sent = new bool;

and dereference it all the time and eventually have to delete it?
I would recommend against creating objects dynamically if you don't really need to do it... there's surely no good reason to create inbuilt types like bool and int on the heap, since the pointer on the stack is at least as large as a bool and dereferencing it is ugly and you can make mistakes (including forgetting to delete, or deleting twice).

Use the stack.