
Subject: Heap-leaks and polymorphic containers
Posted by [mrjt](#) on Mon, 12 May 2008 15:41:09 GMT
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It is my understanding that the following code should execute without any memory leaks:

```
struct Item {  
    String name;  
};
```

```
struct Collection : public Item  
{  
    Array<Item> items;  
};
```

```
GUI_APP_MAIN  
{  
    // Example 1  
    Array<Item> array;  
    array.Create<Collection>().items.Add();  
  
    // Example 2  
    Collection *col = new Collection();  
    col->items.Add();  
    Item *item = (Item *)col;  
    delete item;  
}
```

But for some reason the destructor for 'items' isn't getting called. Adding a virtual destructor to force clearance just causes a crash in MemoryFreeDebug.

Is something broken or am I just missing something obvious?
