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?