
Subject: [Solved] Any::dtor fails after it is picked

Posted by [Mindtraveller](#) on Fri, 14 Nov 2008 18:14:26 GMT

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testcase:

Any aa;

ArrayMap<unsigned, Any> am; //just something to pick aa

am.AddPick(0,aa); //aa is now picked

//and we have exception when aa is to be destroyed

cause:

The cause is internal Pick behaviour and Clear() member function. When object is picked, it's internal ptr is set to (void *)1. When object is to be destroyed, it's Clear() is called. But Clear() doesn't check if ptr == (void *)1. It just checks if ptr is nonzero. What we have? Of course exception on trying to delete (*1);

proposal:

Change Clear() function to something like

```
void Clear() { if(ptr && !IsPicked()) delete ptr; ptr = NULL; }
```