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Subject: Re: Void pointer to NTL Array and VectorMap  
Posted by [manfhe](#) on Thu, 29 Apr 2010 22:15:04 GMT  
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One more doubt about void\* type.

To destroy it is better: delete (ntlMap\*)ptrm (This calls the destructor of the class?)  
Or just: delete ptrm (So only destroy the pointer?)

Sorry, this is about a C++ and not U++. I'm sorry, but I'm a beginner in C++.

Thanks

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