

---

Subject: Re: Void pointer to NTL Array and VectorMap

Posted by [mirek](#) on Fri, 30 Apr 2010 08:46:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

manfhe wrote on Thu, 29 April 2010 18:15 One more doubt about void\* type.

To destroy it is better: `delete (ntlMap*)ptm` (This calls the destructor of the class?)

Yes. Once you cast it, compiler thinks it is pointer to ntlMap.

Once again, I hope that you are doing something really special. You should not use void pointers in 'normal' code. Actually, you should avoid pointers whenever possible.

Mirek

---