
Subject: Re: Question: Simple plugin implementation

Posted by [koldo](#) on Thu, 27 Jan 2011 20:47:04 GMT

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mirek wrote on Thu, 27 January 2011 20:53koldo wrote on Thu, 27 January 2011 07:58Hello Mirek

One question. Following with StreamRaster, it seems registered classes are never deleted:

What you register is the "factory function". What would you want to delete?

Mirek

Hello Mirek

If to register a new class FactoryFn does a new T that is added to Map() to a static Vector<void *> x, I have not seen how it is deleted.
