
Subject: Re: Question: Simple plugin implementation

Posted by [mirek](#) on Fri, 28 Jan 2011 09:33:47 GMT

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koldo wrote on Thu, 27 January 2011 15:47mirek 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.

That 'void *' is a pointer to a function. What do you want to delete?

If Vector itself, it gets deleted with all other static objects.

Mirek
