Subject: Re: Question: Simple plugin implementation
Posted by koldo on Sat, 29 Jan 2011 00:08:18 GMT

Hello Mirek

After a couple of hours looking like an stupid Raster.h and Raster.cpp... , you are right:
Registering a new bitmap class in U++ is including a pointer to a function that will create an object
of that class when necessary ...

As the bitmap class is always assigned to a One<StreamRaster>, deletion is assured