Subject: Re: Poluporphyc Array doubt
Posted by Didier on Mon, 01 Aug 2011 09:52:36 GMT

Hi Koldo and Honza,

I noticed that the virual destructor was sometimes missing in some controls, ex:
RichEditWithToolBar

Fortunatly this does not lead to any leaks (most of the time) thank's to the "everything belongs somewhere" in U++.

But this is a real bug.