
Subject: Re: Poluporphyc Array doubt
Posted by [mirek](#) on Mon, 01 Aug 2011 10:50:13 GMT
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Didier wrote on Mon, 01 August 2011 05:52Hi 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.

'virtuality' of destructor is inherited in C++. Therefore, as long as Ctrl has virtual destructor (and it does...), all derived classes have one too.

Mirek
