
Subject: Re: Poluporphyc Array doubt
Posted by [tojocky](#) on Thu, 04 Aug 2011 08:21:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

If in the base class is not set virtual destructor, and detect memory leak in example of Koldo, is this a bug?

In my case on win32 and linux 32 (ubuntu 11.04) have the same behavior (memory leak).

Regards,
Ion.
