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Subject: Re: Poluporphyc Array doubt  
Posted by [tojocky](#) on Thu, 04 Aug 2011 08:21:55 GMT  
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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.

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