Subject: Re: Poluporphyc Array doubt
Posted by cbpporter on Thu, 04 Aug 2011 10:38:25 GMT

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koldo wrote on Thu, 04 August 2011 13:36Yes, that's it. I thought destructors were virtual by default.
Nothing is virtual by default because of the added cost of the vtable. C++ inherits from C, so they wouldn't force you to use something with less performance and higher memory use by default .