
Subject: Re: Array problems

Posted by [Oblivion](#) on Wed, 09 Aug 2017 11:34:35 GMT

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Hello,

Answer to question 2 (your first question is closely related to your second question): You are deallocating an already deallocated memory (testLayout). Because you've passed the address of a stack allocated object to Array (which is not forbidden since Array does not know, nor does it care how, or from where (stack or heap), its elements are created as long as you give its address. It allows taking the ownership (of HEAP allocated objects). Read the docs Luke! :)). But you forget that when the array gets destroyed, so is testLayout. So you are also corrupting the program's heap, since testLayout is allocated from stack, and "&layout" gets "delete[ed]" which is a valid operation only on heap-allocated objects.

Did you try:

```
Array<WithTestLayout<ParentCtrl> > layouts;  
auto& testLayout = layouts.Add(); // <-- Creates the ParentCtrl with the given layout as its  
element.
```

Best regards,
Oblivion
