
Subject: Re: CTRL + C = 659 Heap leaks
Posted by [Xemuth](#) on Thu, 11 Jul 2019 08:10:10 GMT
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yeah but the object pointed by this ptr from AllModules are allocated in stack from the main :

```
CONSOLE_APP_MAIN {  
    StdLogSetup(LOG_COUT|LOG_FILE);  
  
    SmartBotUpp mybot(myBotID,myBotToken);  
  
    Discord_Overwatch ow("OverWatch","ow");  
    mybot.AddModule(&ow);  
  
    Discord_Minecraft mc("Minecraft","mc");  
    mybot.AddModule(&mc);  
  
    mybot.Launch();  
}
```

So, if I understand well, it should be destroyed at end of the main. I'm right ? :blush:
Maybe I should rewrite the code and try to store references instead of Ptr's.