
Subject: Re: Vector of object: cast to inherited class
Posted by [Novo](#) on Sat, 14 Sep 2019 19:45:42 GMT
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Xemuth wrote on Sat, 14 September 2019 07:41

It mean I must use an `Array<A*>` ? Their is no way to do something like the exemple bellow without having to work with ptr ?

`Array<A>` is similar to `Vector<A*>`.

The only difference is that it (`Array<A>`) owns data. This means that `Array<A>` in its destructor will call delete on each pointer it stores, so, you cannot store pointers to objects on stack in an `Array`.
