
Subject: Re: Cloning Array of complexe type
Posted by [Xemuth](#) on Wed, 25 Mar 2020 18:33:24 GMT
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Hello Koldo, Thanks a lot for taking time to help me,

Your solution worked even without inheritance of A from MoveableAndDeepCopyOption.

But instead of doing this :

```
ArrayMap<Upp::String, A> aCopy;  
for (int i = 0; i < myArrays.GetCount(); ++i)  
    aCopy.Add(myArrays.GetKey(i), pick(myArrays[i].clone()));
```

I'm surprised that ArrayMap don't have a simple function to do this.

However I have a little question, since My clone return a pointer to a static memory object wich is moved to the fresh object created by array,
what happen to this static allocation since I never delete anywhere this memory chunk ? Will it became a memory leak ?

Thanks in advance
