
Subject: Re: This is heap leak?

Posted by [koldo](#) on Tue, 02 Sep 2025 09:41:23 GMT

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Hi Fzx374cn

In addition Ptr goes with Pte.

This is a version of your example. It is not very meaningful but you can see that your pointer does not produce a heap problem, it just returns 0 if the pointed data (Foo data) is out of scope:

```
struct Foo : Pte<Foo> {
    Button but;
};

class Test : public TopWindow {
public:
    void Start() {
        Foo data;
        ptr = &data;
        str << "During: " << (void*)~ptr << "\n";
    }
    Ptr<Foo> ptr;
    String str;
};

GUI_APP_MAIN
{
    Test t;
    t.str << "Before: " << (void*)~t.ptr << "\n";
    t.Start();
    t.Run();
    t.str << "After: " << (void*)~t.ptr;
    Exclamation(DeQtLf(t.str));
}
```

This shows:

Before: 0x0

During: 0x6fad31f508

After: 0x0
