
Subject: Re: Possibly memory leak SSGM
Posted by [StealthEye](#) on Fri, 02 May 2014 18:13:38 GMT
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To add to what was already said:

The main difference between (Dynamic)VectorClass and Simple(Dyn)VecClass is that the latter variant assumes that the type can be constructed, destructed, and copied like plain memory. No (copy/move) constructors and destructors are called. Therefore the Simple* version should only be used with simple types (e.g. primitives, pointers, but not usually classes).

But yeah, they are real leaks, and they should ideally be fixed. There are many more small leaks like these though, I'm sure. It's not that harmful.
