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Subject: Re: FairWriteoutBuffer::FillNewData and object ownership (memory leak)

Posted by [Tobias Stockmanns](#) on Wed, 30 Jan 2013 16:43:20 GMT

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Dear Olliver,

thank you for pointing out the memory leak. You are right this is a bug.

I fixed it now in a way that the data is deleted inside the FairWriteoutBuffer. No additional delete is necessary in your code.

This is not the most elegant way. I would have preferred to leave the deletion of the data to the one who created it but the I would have to call the constructor of the data to create a copy which I cannot do in a base class.

Cheers,

Tobias

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