Subject: Re: FairWriteoutBuffer::FillNewData and object ownership (memory leak)
Posted by Tobias Stockmanns on Thu, 31 Jan 2013 14:36:46 GMT
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Dear Oliver,

thank you for your suggestion.

This is exactly what I did when I started the project. The problem is the way root handles templates which leads to dependencies between all classes which use the FairWriteoutBuffer. Therefore this solution was ruled out and I had to come up with the inheritance scheme.

Cheers,

Tobias