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

Posted by Oliver Merle on Thu, 31 Jan 2013 23:58:23 GMT

Just because you mentioned that you would find it more elegant to copy the data via the base class: TObject::Clone() does actually call the constructor of the derived class via the base class.

I would naively expect that FairTimeStamp * my_copy = (FairTimeStamp*)digit->Clone() should do the trick for any derived digit class, but I'm no ROOTer and maybe I am not aware of any pitfalls in the ROOT RTTI (like that template thing).