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Subject: Re: memory leaks

Posted by [Stefano Spataro](#) on Wed, 09 Sep 2009 15:09:20 GMT

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I am not so sure, i.e. FairHit contains only numbers and does not allocate memory to create objects.

In theory, if I have understood well, for this reason all the FairHit objects could be "cleared".

Another thing, for objects which have strings or objects, one should implement the correct "Clear" function.

I remember that using Delete instead of Clear the reconstruction becomes very slow. Hve you seen particular effects changing Clear to Delete?

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