
Subject: Renegade C++ Cleanup

Posted by [halo2pac](#) on Mon, 27 Sep 2010 23:31:42 GMT

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Hey guys.

I'm working on a lot of C++ that has to do with renegade in general (servers, scripts, ect).

When you write code in let say a script what do you have to delete to make sure you don't have any memory leaks?

So far I know of when you create a string like:

```
const char *Nick
```

you have to delete it.

what other things are there to delete, and how do I delete them?

*off the top of my head Vector3 is one of the ones where I am wondering if I have to delete it after creating one.

Thanks!
