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Subject: Re: Renegade C++ Cleanup

Posted by [jonwil](#) on Tue, 28 Sep 2010 02:19:39 GMT

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Basically anywhere you see something like `new char[100]`, thats allocating memory that you need to clean up.

If you do something like `Vector3 v`;

`v.X = 1;`

`v.Y = 1;`

`v.Z = 1;`

then, no, you dont have to clean up that `Vector3`.

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