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Subject: Re: Renegade C++ Cleanup

Posted by [saberhawk](#) on Tue, 28 Sep 2010 17:29:29 GMT

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The rules basically are:

If you called `new` on it, use `delete` on it when you no longer need it.

If you called `new[]` on it (ie `char* test = new char[128]`), use `delete[]` on it.

Debug mode builds enable the memory manager code in 3.4.4. iirc not all of the "leaks" listed can be fixed, but they do show where allocations occurred. Certain leaks were fixed in code released by me not included with 3.4.4 (notably a `SurfaceClass` leak that sometimes causes lag on exit) and the changes themselves were likely also documented in a post of mine.

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