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Subject: Re: [SSGM Plugin] Command

Posted by [Whitedragon](#) on Tue, 12 Aug 2014 02:55:09 GMT

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It's fine since he's using `DynamicVectorClass<StringClass>`; the vector will create a new `StringClass` for each object. If it were `DynamicVectorClass<StringClass*>` you would be correct.

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