
Subject: Why this one leaks ?

Posted by [mdelfede](#) on Sun, 11 Sep 2011 15:07:10 GMT

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```
#include <Core/Core.h>

using namespace Upp;

class Base : public Pte<Base>
{
public:
    String BaseData;
    Base() { BaseData = "Sample data in Base class"; }
};

CONSOLE_APP_MAIN
{
    Ptr<Base> b = new Base;
}
}
```

Shouldn't be created element freed on Ptr destruction ?

Here the Upp log :

Heap leaks detected:

```
--memory-breakpoint__ 1120 : Memory at 0x7f70bdb87210, size 0x20 = 32
+0 0x00007F70BDB87210 53 61 6D 70 6C 65 20 64 61 74 61 20 69 6E 20 42   Sample data
in B
+16 0x00007F70BDB87220 61 73 65 20 63 6C 61 73 73 00 65 65 46 72 65 65   ase
class.eeFree

--memory-breakpoint__ 1119 : Memory at 0x7f70bdb872b0, size 0x28 = 40
+0 0x00007F70BDB872B0 00 00 00 00 00 00 00 00 19 00 00 00 46 72 65 65   .....Free
+16 0x00007F70BDB872C0 10 72 B8 BD 70 7F 00 00 10 72 B8 BD 70 7F 00 00

+32 0x00007F70BDB872D0 19 00 00 00 00 00 1F 0F   .....
```