

Re: inhibit compiler warning C4624 for a class hierarchy

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- *From:* changliw@xxxxxxxxxxxxxxxxxxxxxxxx (Charles Wang[MSFT])
 - *Date:* Sun, 14 Jan 2007 17:19:17 GMT
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Hi rbv,

The undefined behavior means that the behavior is decided by the compiler. Different compilers may cause different behaviors. C++ standard does not define a consistent behavior for this situation.

For your four requirements, I am afraid that it is hard to implement unless you do some changes. Even if you use template allocator/deallocator, your none-virtual Destroy method is defined in your base class OpNotification and it uses "delete this". This only release your base instance space, however if your derived class instance includes additional data members, this may cause memory leak due to some left spaces not released.

Why do not you use a macro for releasing your object? It might be the least work in your situation.

For example:

```
#define __ReleaseB(pB) \  
delete pB;\br/>pB=NULL;
```

Hope this helps! Please feel free to let us know if you have any other questions or concerns.

Sincerely yours,
Charles Wang
Microsoft Online Community Support

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