
Subject: Object cleanup when initialization fails

Posted by [Benjamin Hornberger](#) on Wed, 03 Nov 2004 00:22:45 GMT

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Hi all,

do I get it right that an object's cleanup method is not called when there is an error in the initialization method? Which means, if I assign pointers in the init method and at some point later it produces an error (and returns 0, which means the object is not created), I have to free my pointers in the init method's error handler?

Thanks,
Benjamin
