## Subject: Re: Object cleanup when initialization fails
Posted by Rick Towler on Wed, 03 Nov 2004 00:44:38 GMT

Benjamin Hornberger wrote:

> 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?

Yes.

:)

-Rick