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Subject: Container/Holder Destruction

Posted by [IDLmastertobe](#) on Mon, 19 Sep 2005 07:55:25 GMT

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Hi, I am objects in my code and trying to destroy them after using to avoid memory leaks. I have created many objects and to destroy them, I created another holder object using IDLgrContainer, I am just wondering if I destroy this holder object, would all the objects I added into this holder object be destroyed as well? or I need to destroy everything one by one? Thanks.

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