

The API-documentation for RPointerArray::Reset() says:

inline void Reset();

Description

Empties the array.

It frees all memory allocated to the array and resets the internal state so that it is ready to be reused.

This array object can be allowed to go out of scope after a call to this function.

Note that the function does not delete the objects whose pointers are contained in the array.

^^ I have added information about RPointerArray :: ResetAndDestroy() method.

It is an important article for Symbian C++ developers. So I want to add my comment:

Collection classes are very important for storing data. If you already have experience in development for PC, you could say, that the best realization of collection classes is already presented in STL and Boost.

Unfortunately there is no Standart Template Library in Symbian C++. There are many reasons why it is so. Currently you could use STL and Boost only if your application is based on OpenC/OpenC++.

In case of common Symbian C++ you have to use realization of the collections from Symbian. This article contains relevant and useful information about dynamic arrays. What kind of array you could use ? How these arrays store data ? The answers to such important questions are presented in this article.

FireSwarog, 03.09.2009