

## Visit - Feature # 1214: common base class for cacheable items, in leui of void pointer and explicit destructor

<b>Status:</b>	Pending	<b>Priority:</b>	Normal
<b>Author:</b>	Cyrus Harrison	<b>Category:</b>	
<b>Created:</b>	10/09/2012	<b>Assigned to:</b>	
<b>Updated:</b>	10/11/2012	<b>Due date:</b>	
<b>Impact:</b>	4 - High		
<b>Expected Use:</b>	3 - Occasional		
<b>OS:</b>	All		
<b>Support Group:</b>	Any		
<b>Subject:</b>	common base class for cacheable items, in leui of void pointer and explicit destructor		
<b>Description:</b>	<p>I think most of our cache items are actually our classes, if so we could use a common base class and avoid the void ptr and destructor scheme we currently use.</p> <p>I see this as a plus style wise, and maybe the start of a path to a smarter cache. For example cacheable objects can provide memory usage info via the same common interface,etc</p>		

### History

10/11/2012 02:05 pm - Cyrus Harrison

- Status changed from New to Pending