Subject: Kill callbacks when parent is destructed
Posted by crydev on Tue, 02 Sep 2014 16:04:26 GMT

Hello,

I have a question about callbacks. I'm using a TopWindow that creates asynchronous callbacks.
When the TopWindow is closed, it may be possible that one of the callbacks are still being
executed. I changed the declaration to PTEBACK2 instead of THISBACK2, which seemed to help
for most cases. However, I still experience problems. Now I know that you cannot just terminate
an execution path. I could build in the necessary synchronization. However, when I saw the
PTEBACK alternative, I was thinking: Does U++ provide a method to prevent crashing when
execution PTEBACK's when its parent TopWindow is closed a.k.a. destroyed? Is there a simpler
solution I can build in to suppress the situation?

Thanks,

crydev