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Subject: Re: Kill callbacks when parent is destructed

Posted by [mirek](#) on Thu, 04 Sep 2014 10:29:00 GMT

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crydev wrote on Thu, 04 September 2014 09:25

I am not operating on the user interface from other threads. I assume that scheduled PostCallback's are automatically removed when the TopWindow is closed, so one of my threads should be causing the problem.

Only Callbacks with id's (and id must  $\geq$  and  $<$   $(\text{int})\text{sizeof}(\text{Ctrl})$ ) are alternatively removed. Aternatively, TimeCallback helper class callbacks are removed by TimeCallback destructor.

PTE callbacks are not removed, but they are 'emptied' when pointee destructs.

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