Subject: Re: Function holding a static TopWindow. Is it safe?
Posted by mirek on Sat, 16 Jan 2016 06:44:25 GMT

I am sorry, 'destructed' part is wrong. Thanks for pointing that out.

It is just 'constructed' after APP_MAIN.

BTW, you do not have to worry that much with current U++ - there is an ASSERT in Ctrl constructor... So if you break rules, it is runtime error in debug.

Mirek