
Subject: Problem with dialogs

Posted by [koldo](#) on Mon, 14 Nov 2016 10:41:38 GMT

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Lately (from weeks or few months) I am having problems with dialogs. Without any apparent reason and not always, they crash the program when closing them.

For example this function called from a THISBACK after clicking a button, may crash in the destructor:

```
void ScatterCtrl::DoProcessing()
{
    ProcessingDlg(*this).Run(true);
}
```

It is also happening many times with FileSel.

It seems it happens when the dialog constructor is inside a function, like here:

```
void Function_called_by_a_THISBACK() {
    FileSel fs;
    // Do something
    // FileSel crashes in its destructor when going out of the function
}
```

Am I doing anything wrong?
