
Subject: Re: Problem with dialogs
Posted by [koldo](#) on Thu, 01 Dec 2016 08:03:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you!

I will try both sides. Valgrind is only for Linux but there are other Windows counterparts.

The reason I imagine follows this sequence:

- A thread declares a C array
- A dialog is declared and opened
- The thread goes out of the bounds smashing dialog memory
- The dialog is closed and crashes in the destructor

This way, although both the thread and the dialog are unrelated, the thread smashes dialog memory.

It is curious that this only happens to very unrelated TopWindow subclasses. Maybe it is simply because TopWindow uses much memory and so the probability of being crashed is higher.
