
Subject: Re: Control4U_demo cannot close ?
Posted by [koldo](#) on Tue, 13 Jun 2017 10:33:25 GMT
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Hello Jibe

Problem is now solved.

Controls4U maintains a global variable with all StaticClock running automatically. However now the destructor is not called (this is a mystery to me), so all clocks remained running even if the program had ended :(.
Now every clock is removed from that variable when its destructor is called.
