Subject: Random problems with destructors in GUI classes
Posted by koldo on Thu, 08 Feb 2018 09:11:35 GMT
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Hello all

I have random problems with GUI controls. Sometimes with DEBUG or RELEASE, when a control is destructed an EXCEPTION_ACCESS_VIOLATION exception raises. This happens in ScatterCtrl.
For example, function ScatterCtrl::DoShowEditDlg() calls PropertiesDlg(*this, itab).Run(true) opening a dialog.
Sometimes, when this dialog is closed, this errror raises. The function call stack represets basically destructors:

It is like there is a problem in the destructors order, so that in this case, when ColorPusher destructor is called, parent controls has been already destructed.

I have seen that many or maybe all GUI controls have virtual destructors. Maybe it has no sense but, should GUI user controls destructors have to be also virtual?

File Attachments

1) Sin título.png , downloaded 1453 times

