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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.

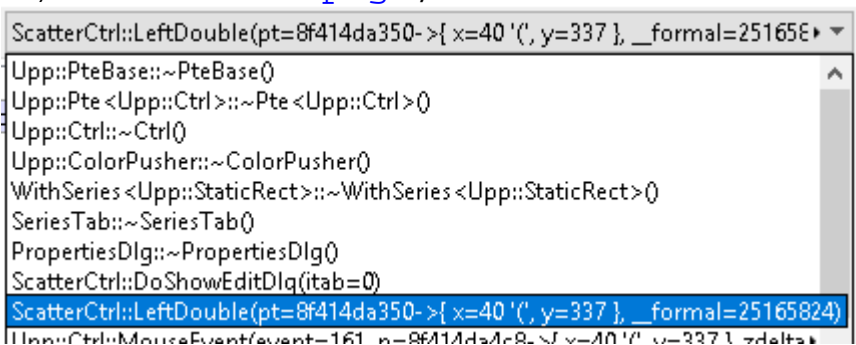
Sometimes, when this dialog is closed, this error raises. The function call stack represents basically destructors:

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 1136 times



```
ScatterCtrl::LeftDouble(pt=8f414da350->{ x=40 '(, y=337 }, __formal=25165E)
Upp::PteBase::~~PteBase()
Upp::Pte<Upp::Ctrl>::~~Pte<Upp::Ctrl>()
Upp::Ctrl::~~Ctrl()
Upp::ColorPusher::~~ColorPusher()
WithSeries<Upp::StaticRect>::~~WithSeries<Upp::StaticRect>()
SeriesTab::~~SeriesTab()
PropertiesDlg::~~PropertiesDlg()
ScatterCtrl::DoShowEditDlg(itab=0)
ScatterCtrl::LeftDouble(pt=8f414da350->{ x=40 '(, y=337 }, __formal=25165824)
Upp::Ctrl::MouseEvent(event=161, n=8f414da350->{ x=40 '(, y=337 }, zdelta=
```