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)
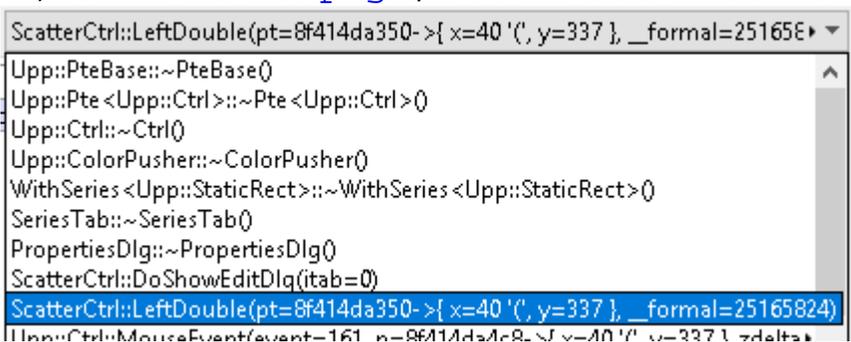opening a dialog.
Sometimes, when this dialog is closed, this errror raises. The function call stack represets
basically destructors:

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 1082 times