
Subject: Re: Random problems with destructors in GUI classes

Posted by [dolik.rce](#) on Thu, 08 Feb 2018 10:12:59 GMT

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Hi Koldo,

You are right about the virtual destructors. If you have virtual inheritance, you must always declare virtual destructor, even if it doesn't do anything. Have at the discussion here for some details why it is required.

Best regards,
Honza
