
Subject: Re: Random problems with destructors in GUI classes

Posted by [dolik.rce](#) on Thu, 08 Feb 2018 11:40:05 GMT

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koldo wrote on Thu, 08 February 2018 11:25 Thank you Honza

This would mean that all GUI user classes must have virtual destructors?

Yes, because they are probably always released via Ctrl* pointer. Non-virtual destructor is not called in such case.

Honza
