
Subject: Re: Random problems with destructors in GUI classes

Posted by [mirek](#) on Fri, 09 Feb 2018 12:48:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Thu, 08 February 2018 10:11 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?

With very little info you have provided I would actually think that the problem here is properties dialog is already deleted when the constructor is invoked - but that is just the first thing I would check.

I have tried to identify the problem in trunk, but all seems OK there. Is this trunk code or some new development?
