Subject: Re: Random problems with destructors in GUI classes
Posted by koldo on Sat, 10 Feb 2018 22:53:48 GMT

Hello Mirek

I did not know that 'virtuality' of destructor is inherited. In fact high level U++ GUI classes like ArrayCtrl have empty virtual destructors.

Now all code is uploaded.

Virtualizing all destructors has not solved the issue.

It is like some destructor supposes that parent control already has not been closed.

Two samples:

File Attachments
1) Sin título.png , downloaded 903 times
2) Sin título.png , downloaded 990 times