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Subject: Re: Random problems with destructors in GUI classes

Posted by [koldo](#) on Sat, 10 Feb 2018 22:53:48 GMT

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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.

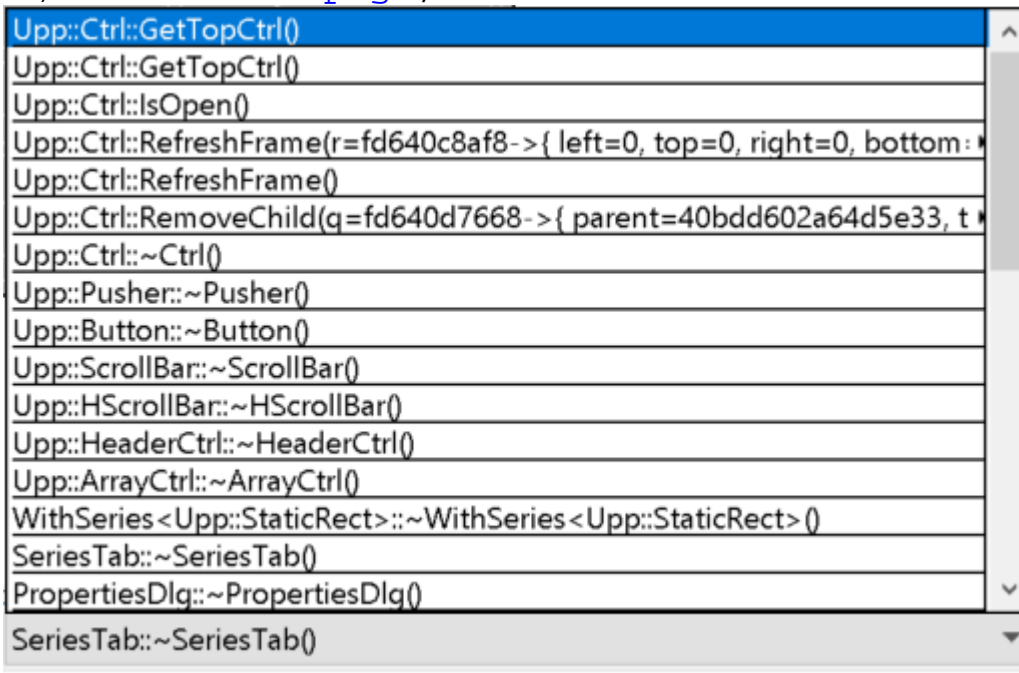
Virtualizing all destructors has not solved the issue.

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

Two samples:

## File Attachments

1) [Sin título.png](#) , downloaded 962 times



2) [Sin título.png](#) , downloaded 1055 times

Upp::Ctrl::GetHWND()	^
Upp::Ctrl::IsWndOpen()	
Upp::Ctrl::IsOpen()	
Upp::Ctrl::DoRemove()	
Upp::Ctrl::Close()	
Upp::Ctrl::~Ctrl()	
Upp::Pusher::~Pusher()	
Upp::Button::~Button()	
Upp::ScrollBar::~ScrollBar()	
Upp::HScrollBar::~HScrollBar()	
Upp::HeaderCtrl::~HeaderCtrl()	
Upp::ArrayCtrl::~ArrayCtrl()	
WithProcessing<Upp::TopWindow>::~WithProcessing<Upp::TopWindow	
ProcessingDlg::~ProcessingDlg()	
ScatterCtrl::DoProcessing()	
<lambda_1a8750f685e1d83d5b32ec1a958a30e7>::operator()	v