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Subject: Re: Random problems with destructors in GUI classes

Posted by [mirek](#) on Sun, 11 Feb 2018 07:25:03 GMT

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koldo wrote on Sat, 10 February 2018 23:53Hello Mirek

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

That was workaround for some old compiler bug.

Quote:

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

Indeed. However, I am unable to reproduce so far.

Is this some sort of new behaviour? (Like: has this started to happen since some time? Have you changed anything in ScatterCtrl?)

Any tips how to reproduce?

Quote:

Two samples:

[/quote]

BTW, you can copy backtrace to clipboard using Debug/Copy backtrace

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