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Subject: Re: Random problems with destructors in GUI classes

Posted by [mirek](#) on Sun, 11 Feb 2018 07:33:34 GMT

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```
void PropertiesDlg::OnClose()
{
    measures.Change();

    RejectBreak(IDOK);
    Close(); Close();
}
```

It should not be a reason for these problems, but Break should be enough here. Why do you call Close twice after that?

Mirek

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