
Subject: Re: Random problems with destructors in GUI classes

Posted by [koldo](#) on Sun, 11 Feb 2018 08:27:23 GMT

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mirek wrote on Sun, 11 February 2018 08:33

```
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

It was necessary in the past. Now is not. I have just deleted it.
