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.